ZIFF-DAVIS a SOFTBANK company

THE OFFICIAL LARA CROFT COLLECTOR'S MAGAZINE!

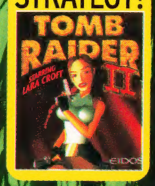
WIN A 3DFX VOODOO2 CARD

The Ultimate Guide To

TOMB RAIDER II™

TOMB 1 STRATEGY!

TOMB 2 STRATEGY!



lara Croft

All about her Unknown Past and Future!

TOMB RAIDER: THE MOVIE!

Explore beyond the game!

Here's your passport to the vast Tomb Raider universe!

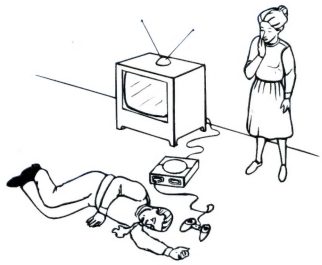
EGM Strategy Guides
$9.95/$13.95 Canada
81>
0 14024 06990 5
Display Until April 30, 1998

This Official Guide is brought to you by:

EIDOS INTERACTIVE · CORE · ELECTRONIC GAMING MONTHLY · EGM²

Tomb Raider, Tomb Raider II, Lara Croft and her likeness are trademarks of Core Design. Eidos Interactive is a trademark of EIDOS,PLC. (c) 1998 EIDOS and Core Design.

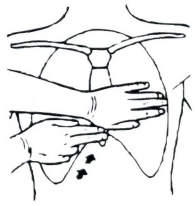
CPR for Gamers



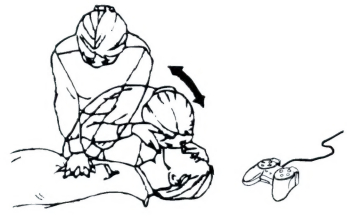
Assess the situation
Is the scene safe?
Has the game been saved?

Check for unresponsiveness
Gently tap and ask "Are you okay, dude?"

Check the pulse (10 seconds)
Check on groove on side of neck



If no pulse find compression position
Lower third of sternum (breastbone)



Give 2 breaths & 15 compressions
Perform 4 cycles (one minute)

After 1 minute recheck vitals (breathing and pulse)

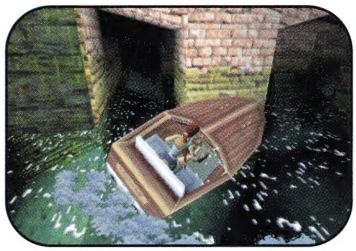
- If no pulse and no breathing — Perform CPR (15 compressions and 2 breaths)
- If pulse but no breathing — Perform rescue breathing (1 breath every 5 seconds)
- If pulse and breathing — Encourage victim to wait at least 5 minutes before restarting game

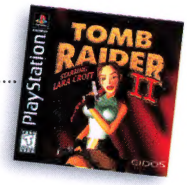
To receive playing tips, call the ***Eidos Hint Line (900) 773 - 4367***

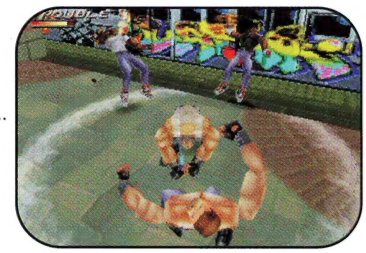
Cost of call $0.95/minute. Must be 18 years or have parent's permission. Touch tone phone required.

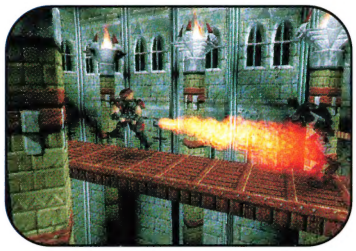
EIDOS
INTERACTIVE

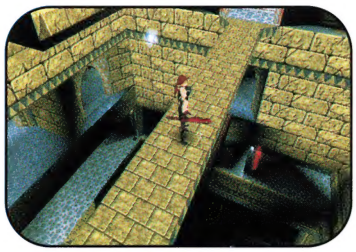
You've been warned.

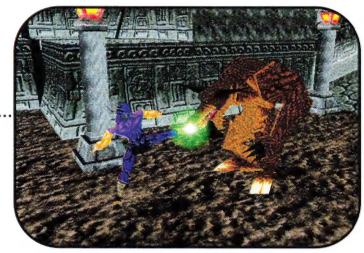


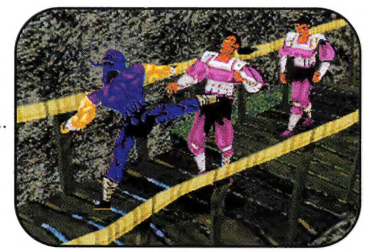












In most Eidos-related emergencies, your first response will be to finish the victim's game, potentially resulting in the loss of a lot more than a friendship. So before playing games like Ninja or Deathtrap Dungeon, study the enclosed first aid instructions. Then mount them in an easily accessible location near your PlayStation.™ And rest assured that once you've assisted the injured, you can finish what their lame ass couldn't.

PlayStation

www.eidosinteractive.com

©1998 Eidos. Deathtrap Dungeon and Eidos are trademarks of Eidos, Plc. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

Look for these

SPECIAL MAGAZINES

brought to you by the creators of

ELECTRONIC GAMING MONTHLY

and EGM²

Available at your local newsstand today!

ZD SOFTBANK ZIFF-DAVIS

ZIFF-DAVIS INC.
CHAIRMAN AND CEO Eric Hippeau

President	Ronni Sonnenberg
President, U.S. Publications	Claude Sheer
President, Interactive Media and Development Group	Jeffrey Ballowe
President, ZD Brand and Market Group	Terri Holbrooke
President, Computer Intelligence	Bob Brown
President, Training and Support Publishing Group	William Rosenthal
Vice President, Human Resources	Rayna Brown
Vice President, Information Systems	Steve Gladyszewski
Vice President, General Counsel and Secretary	J. Malcolm Morris
Vice President, Controller	Mark Moyer
Vice President, Chief Financial Officer	Timothy O'Brien
Vice President, Planning	Daryl R. Otte
Treasurer	Thomas L. Wright

U.S. Publications Group

President, U.S. Publications	Claude Sheer
Executive Vice President	Don Byrnes
Executive Vice President	Jack Dolce
Executive Vice President	Al DiGuido
Executive Vice President	Thomas McGrade
Senior Vice President, Circulation	Baird Davis
Vice President, Central Advertising Sales	Bob Bader
Vice President	Chris Dobbrow
Vice President	John Dodge
Vice President, Production	Roger Herrmann
Vice President, Marketing Services	Jim Manning
Vice President	Michael J. Miller
Vice President	Nancy Newman
Vice President, Circulation Services	James F. Ramaley
Vice President	Paul Somerson
Vice President, Product Testing	Mark Van Name
Vice President	Sam Whitmore
Executive Director, Licensing	Gertrud Borchardt
Director, ZD Labs	Mark Hall
Director, Benchmark Operation	Bill Catchings

Interactive Media And Development Group

President	Jeffrey Ballowe
Executive Vice President	David Shnaider
Executive Vice President, President, ZDNet	Daniel Rosenweig
Vice President, Editor in Chief, ZDNet	Daniel Farber
Vice President, ZDTV	Richard Fisher
Editorial Director, ZDTV	Jim Louderback
Vice President, General Manager ZDNet	James Savage
Editorial Director, New Products	Bill Machrone

ZD Brand and Market Group

President, ZD Brand and Market Group	Terri Holbrooke
President, Computer Intelligence	Bob Brown
Vice President, ZD Brand	Herb Stern
Vice President, ZD Research	Elda Vale
Director, Corporate Relations	Gregory Jarboe
Executive Vice President, Corporate Sales	Joe Gillespie
Executive Director, Sales & Marketing	Mike Perkowski
Ziff-Davis Media Network Executive Directors	Jeff Bruce Scott Murphy
Managing Director	Rita Burke
Directors	Ken Beach Michael Bird Dan Daly Melinda Maginn
Associate Network Directors	Robin Kofsky Debbie Moss Julie Tuttle

Ziff-Davis Inc.,
A SOFTBANK Company

The Ultimate Guide to Tomb Raider II

Publisher
Jonathan Lane
Editorial Director
J.E. Funk • joe_funk@zd.com

Editor In Chief
Kraig Kujawa • kraig_kujawa@zd.com
Strategy Editor
Tim Davis
Associate Editors
John Davison
Contributing Editors
Alex Gordon, Kerry Kujawa, Johnny Masthead
Tricks Editor
Terry Minnich • tricks@zd.com

Creative Director
Michael Stassus • mstassus@zd.com
Art Directors
Scott Parus, Jason Hinman, Donna O'Hara
Contributing Photographers
Jim Sugar, Shooting Star

Managing Copy Editor
Jennifer Whitesides
Copy Editors
Jo-El Damen, Dan Peluso

Production Director
Marc Camron
Prepress Manager
Dave McCracken
Associate Prepress Manager
Paul Ojeda
Production Assistant
Chris Melody
Network Manager
Pamela Schneider
Analyst
Mark LeFebvre

Circulation Director
Joan McInerney
Newsstand Sales Manager
Don Galen
Circulation Coordinator
Ann-Marie Mrozynski

Business Manager
Cathy Bendoff

Assoc. Publisher Sales & Marketing
Jennie Parker
Account Executive
Suzanne Farrell
District Ad Sales Manager, Midwest & East Coast
Anthony George
West Coast District Ad Sales Manager, Northwest
John Yoffie, 135 Main Street, 14th Floor,
San Francisco, CA 94105
Telephone: 415-357-5322 FAX: 415-357-5201
E-mail: jon_yoffie@zd.com
West Coast District Ad Sales Manager, Southwest
Karen Landon, 135 Main Street, 14th Floor,
San Francisco, CA 94105
Telephone: 415-357-5460 FAX: 415-357-5201
E-mail: karen_landon@zd.com

Advertising Inquires Contact:
Ziff-Davis Inc., 1920 Highland Ave., Lombard, IL 60148
Telephone: 630-916-7222 FAX: 630-916-9254

Send Advertising Materials To:
Advertising Coordinator
Mike Darling

The Ultimate Guide to Tomb Raider II (ISSN # 1097-1696) is published by Ziff-Davis Inc., 1920 Highland Ave., Suite 222, Lombard, IL 60148. The editors and publisher are not responsible for unsolicited materials.

Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in, or introduced into a retrieval system, or transmitted, in any form, or by any means, (electronic, mechanical, photocopying, recording, or otherwise without the prior written notice of Ziff-Davis Inc. © 1998 Ziff-Davis Inc. All Rights Reserved. Electronic Gaming Monthly and EGM are trademarks of Ziff-Davis Inc. TM and © for all other products and the characters contained therein are owned by the respective trademark and copyright owners. All materials listed in this magazine are subject to manufacturer's change and the publisher assumes no responsibility for such changes.

The Canadian GST registration number is 14049 6720 RT. Printed in the USA.

Official U.S. PlayStation Magazine

Dead or Alive

First Look at Tecmo's Fighter

Editors' Awards

We Rate the Best Games of 1997

Exclusive PlayStation Demo Disc

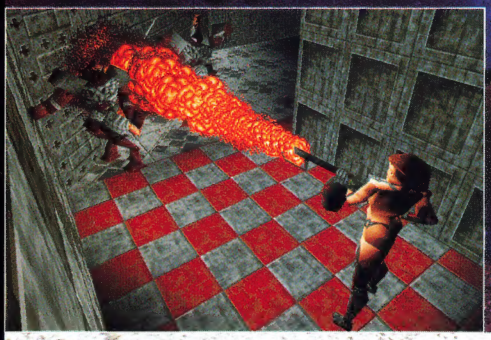
playable demos:
NFL GameBreaker 98
Tomb Raider 2
Command & Conquer: Red Alert
Crime Killer

non-playable demos:
Resident Evil 2
Vigilante 8
Pitfall 3D
Monster Rancher

On Sale Now

Magazines available at the following locations: Kmart, Wal-Mart, Electronics Boutique, Waldenbooks, Target, Borders, Crown Books, Barnes & Noble

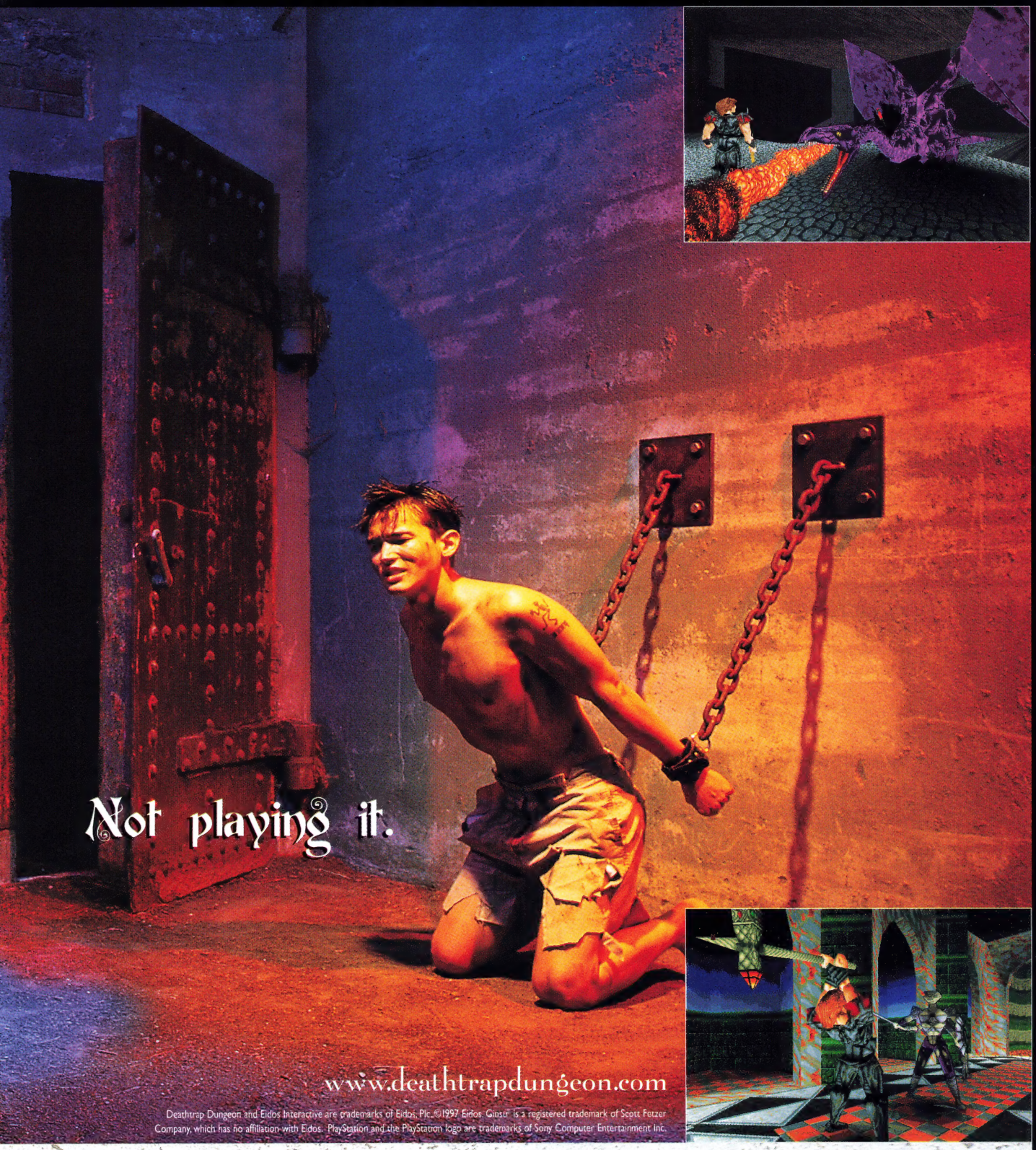
There's only one thing more torturous than playing Deathtrap Dungeon.



IAN LIVINGSTONE'S

DEATHTRAP Dungeon

"Beat me. Whip me. Just don't hit that Quit button." Consider it your battle cry. Then bring on the skeletal warriors, zombies and countless other undead denizens. Each one is another chance to slice and dice like a Ginsu® knife gone bad. Or simply cast a spell



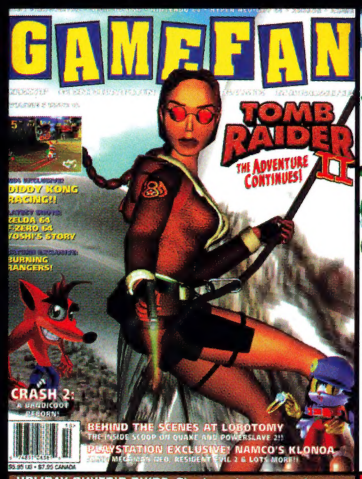
on the evil priestess who's done you wrong. Because in this cavernous maze of devious traps, it's all about cheating death at every turn, blurring that fine line between pleasure and pain. And just when you think you can't take it anymore, consider the alternative.

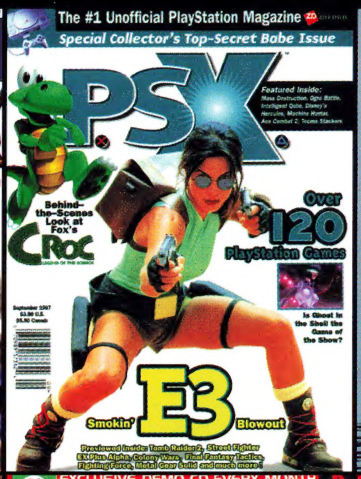
PC CD

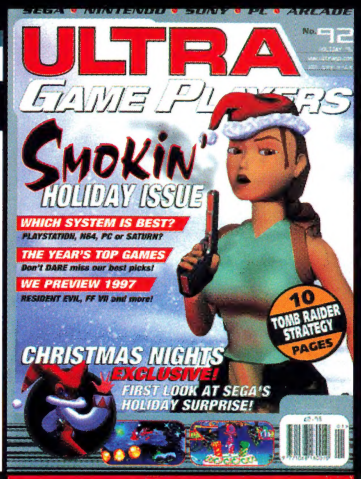
PlayStation

EIDOS INTERACTIVE

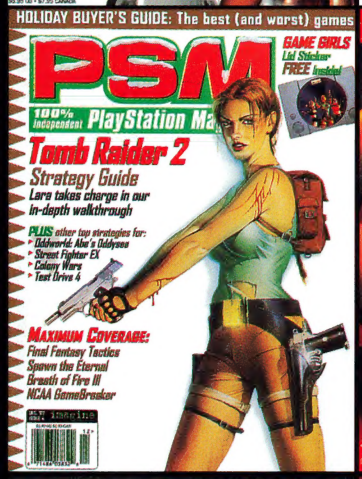
You've been warned.


GAMEFAN
TOMB RAIDER II
THE ADVENTURE CONTINUES!
DIDDY KONG RACING!!
ZELDA 64
F-ZERO 64
YOSHI'S STORY
BURNING RANGERS!
CRASH 2:
BEHIND THE SCENES AT LOBOTOMY
PLAYSTATION EXCLUSIVE! NAMCO'S KLONOA

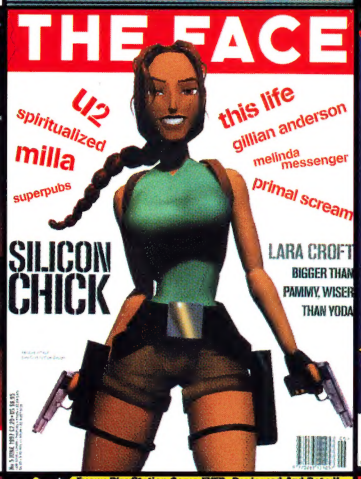

The #1 Unofficial PlayStation Magazine
Special Collector's Top-Secret Babe Issue
PSX
Featured Inside:
Behind-the-Scenes Look at Fox's
CROC
Over 120 PlayStation Games
Is Ghost in the Shell the Game of the Show?
E3
Smokin' Blowout


ULTRA GAME PLAYERS
No. 92
Smokin' HOLIDAY ISSUE
WHICH SYSTEM IS BEST?
PLAYSTATION, N64, PC or SATURN?
THE YEAR'S TOP GAMES
Don't DARE miss our best picks!
WE PREVIEW 1997
RESIDENT EVIL, FF VII and more!
10 TOMB RAIDER STRATEGY PAGES
CHRISTMAS NIGHTS
EXCLUSIVE!
FIRST LOOK AT SEGA'S HOLIDAY SURPRISE!

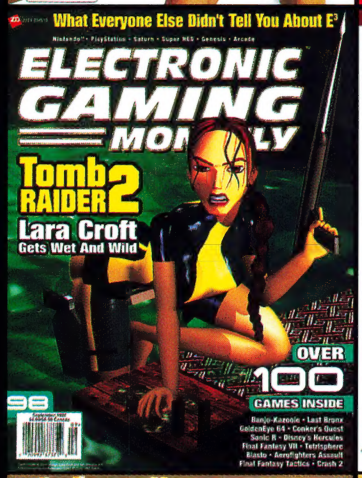
EXCLUSIVE! First screenshots of John Romero's incredible Daikatana!
PC GAMER
Solo Edition
The World's Best-Selling
Lara's Back!
EXCLUSIVE!
THE ULTIMATE SIM?
STRATEGY CENTRAL
imagine


HOLIDAY BUYER'S GUIDE: The best (and worst) games
PSM
GAME GIRLS
1st Sticker FREE Inside!
100% Independent PlayStation Ma
Tomb Raider 2
Strategy Guide
Lara takes charge in our in-depth walkthrough
PLUS other top strategies for:
Oddworld: Abe's Oddysee
Street Fighter EX
Colony Wars
Test Drive 4
MAXIMUM COVERAGE:
Final Fantasy Tactics
Spawn the Eternal
Breath of Fire III
NCAA GameBreaker

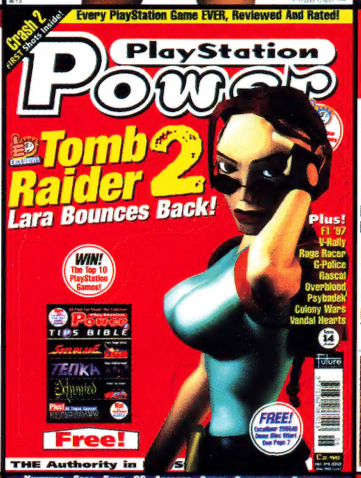
EXCLUSIVE DEMO CD EVERY MONTH
Official UK PlayStation Magazine 26
SHE'S BACK...
TOMB RAIDER 2 – EXCLUSIVE REVIEW AND PLAYABLE DEMO
REVIEWED:
THE OFFICIAL WINTER PREVIEW
Your complete guide to every game out this Christmas
FINAL FANTASY VII
First UK review
The World's Best-Selling PlayStation Magazine

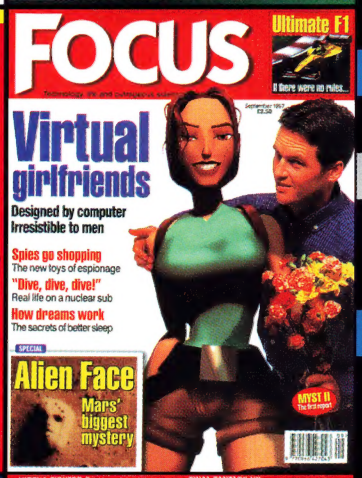

THE FACE
U2
spiritualized
milla
superpubs
this life
gillian anderson
melinda messenger
primal scream
SILICON CHICK
LARA CROFT
BIGGER THAN PAMMY, WISER THAN YODA

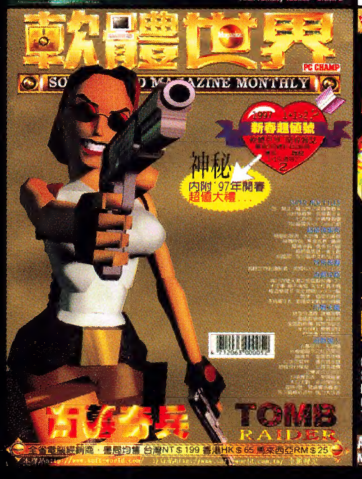
STRATEGIES, TRICKS & ARCADE
EGM2
Codes, Tips & Massive Maps For:
TWISTED METAL 2
DONKEY KONG COUNTRY 3
SOVIET STRIKE
SONIC 3D BLAST
TRICKS SPECIAL: YEAR'S BEST + WILLIAMS CODES
PlayStation · Nintendo 64 · Saturn · Arcade · Super NES · Genesis · 3DO · Import


What Everyone Else Didn't Tell You About E3
ELECTRONIC GAMING MONTHLY
Tomb RAIDER 2
Lara Croft
Gets Wet And Wild
OVER 100 GAMES INSIDE

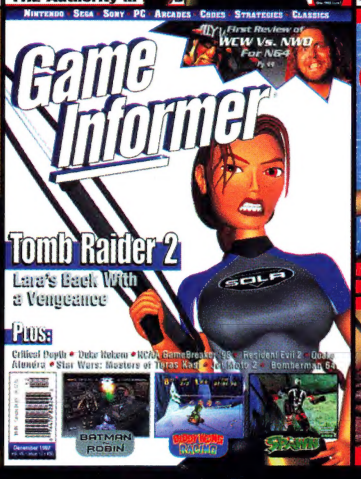
MARTHA STEWART WIRED · OUR MACHINE OF THE YEAR · TREKKIES ONLINE
TIME digital
FROM THE EDITORS OF TIME
100 PERFECT PRESENTS
COMPUTERS
STEREOS
CELL PHONES
GAMES
AND MORE...
HOT STUFF


Every PlayStation Game EVER, Reviewed And Rated!
PlayStation Power
Tomb Raider 2
Lara Bounces Back!
Plus!
F1 '97
V-Rally
Rage Racer
C-Police
Rascal
Overblood
Psybadek
Colony Wars
Vandal Hearts
WIN!
FREE!
Free!
THE Authority in


FOCUS
Ultimate F1
Virtual girlfriends
Designed by computer
Irresistible to men
Spies go shopping
The new toys of espionage
"Dive, dive, dive!"
Real life on a nuclear sub
How dreams work
The secrets of better sleep
SPECIAL
Alien Face
Mars' biggest mystery
MYST II


軟體世界
PC GAME SOFTWARE MAGAZINE MONTHLY
神秘
TOMB RAIDER

The Authority on Tricks, Arcade & Strategies
EGM2
N64 Blowout
Diddy Kong Racing
NM Mythologies
Bomberman 64
MASTERS Of Teras Kasi
Moves, Combos & Secret Characters
Mortal Kombat 4
Fatalities & Fatalities
Crash Bandicoot 2
All Gems Revealed
Tomb RAIDER 2
Exclusive Maps Show All Items & Secrets
Tons of N64 TRICKS:
GoldenEye
SF Rush
Duke Nukem 64
Clayfighter 63 1/3
Top Gear
Also Featured:
NBA Live 98 · Quiz GameBreaker 98 · Sonic R · Rush: The Rock


NINTENDO · SEGA · SONY · PC · ARCADES · CODES · STRATEGIES · CLASSICS
Game Informer
First Review of WCW Vs. NWO For N64
Tomb Raider 2
Lara's Back With a Vengeance
PLUS:
Critical Depth · Duke Nukem · NCAA GameBreaker '98 · Resident Evil 2 · Quake
Alundra · Star Wars: Masters of Teras Kasi · Sonic R · Bomberman 64

VIRTUA FIGHTER 3: · FINAL FANTASY VII:
PlayStation · Saturn · Nintendo 64 · PC CD-ROM · Arcade · 3DO · M2 · Online
NEXT GENERATION
212 Pages
Who's that girl?
And why are Mario, Sonic, and Crash so scared of her?
Trip Hawkins: the interview
Apple wants you
TAIL OF THE SUN:

CONTENTS

12 Birth of a Sensation

Discover how Core created Lara and the Tomb Raider adventures. Plus: How they plan to keep her new and fresh with Tomb Raider III.

18 Maximum Exposure

Lara is featured in more places than many Hollywood stars. Find out where she's likely to appear next and take a peek at the Official Lara Style Guide!

24 Tomb Raider: The Movie?

Whenever a game takes the entertainment industry by storm, Hollywood is sure to follow close behind. See if you agree with our Hollywood picks to play Lara on the big screen!

30 Tomb Raider II Strategy

A comprehensive and easy-to-use strategy guide that will help you guide Lara through her adventures unscathed.

65 Tomb Tricks

We're sure Lara can do all sorts of wonderful tricks, but this book is only concerned with the ones that have to do with her games.

66 Eidos Previews

Check out some other cool console games from Eidos.

72 Shop 'Till Ya Drop

If it's possible to license it with the Lara Croft persona, you'll find it here.

76 Tomb 1 Strategy

Whether you just bought the new power-priced rerelease of the original Tomb Raider or are just revisiting fond memories, it's a good idea to use this in-depth Tomb Raider walk-through.

92 Black Magic: The 3Dfx and Lara Croft Connection

Can Tomb Raider possibly look any better? The answer is yes, provided you have a fancy 3Dfx card for your PC. Get the inside scoop from the wizards who created this card and find out how it will help complex games like Tomb Raider look and play better.

97 Be a Winner!

Check out our cool contest on Page 97. Send in your entry and you can win a Voodoo^2 3Dfx card!

From The Editor

As you can see from the many Lara Croft covers we managed to collect on the opposite page, the Tomb Raider series is bigger than any ordinary video game. Not coincidentally, when we put together this book, we wanted to do something different from the usual matter-of-fact strategy guides that litter store shelves. Instead of just filling pages with large graphics and type, this book is packed with a wide variety of information that provides you with a complete guide to the Tomb Raider universe and the people behind it. Obviously, not every game franchise can fill a hundred pages, but this isn't the case when it comes to covering Lara Croft—one of gaming's biggest, brightest and sexiest stars. Having said that, we hope you'll enjoy what we perceive to be the future of game guides.

Kraig Kujawa • Editor In Chief

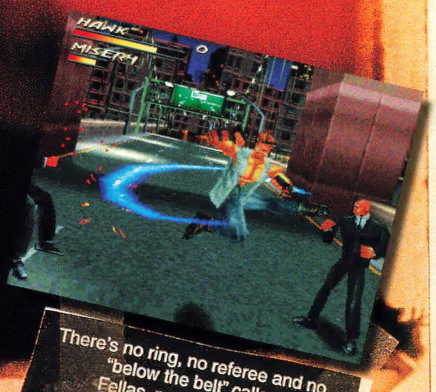
EIDOS INTERACTIVE

You've been warned.

CORE

Go play in traffic. Use oncoming cars to turn hoodlums into hood ornaments.

Fight alone or share the carnage with a buddy. Mix it up with Mace, Hawk, Smasher & Alana.



There's no ring, no referee and no "below the belt" calls. Fellas, meet Mr. Knee.

Fighting Force, Hawk Manson, Ben Smasher Jackson, Mace Daniels, Alana McKendrick, and their likeness, and Eidos Interactive are trademarks of Eidos Interactive © 1997 Eidos.

PlayStation

"LOOK BOTH WAYS BEFORE CROSSING THE STREET. THEY USUALLY ATTACK IN PAIRS."

-Hawk Manson

YOU WANNA FIGHT? TAKE IT OUTSIDE. BECAUSE THIS BATTLE IS TOO BIG FOR SOME SKINNY ASS ARENA. 4 KILLER CHARACTERS. DOZENS OF BRUTAL WEAPONS. TONS OF CRUSHING MOVES. AND VICIOUS 3D ACTION THAT GOES SO FAST, THERE'S ONLY TIME TO REMEMBER HALF THE GOLDEN RULE.

SO BY ANY AND ALL MEANS, DO UNTO OTHERS. BECAUSE IN YOUR HANDS, ALMOST ANYTHING CAN BECOME A WEAPON. JUST REMEMBER TO WASH THEM AFTERWARDS.

FIGHTING FORCE

www.fightingforce.com

Se

The original Lara (right) was described as being psychotic by Tomb Raider lead designer, Toby Gard, as the character was created.

Birth of a Sensation

By John Davison

It's early on a cold Monday morning in December. The Tomb Raider II team at Core Design in Derby (located in the East Midlands of England) is still together despite the fact that their second creation is already in the shops and performing better than anyone had ever hoped. With vacations in Japan, America and Jamaica between them, they are back together again looking to the future and what they are going to do next while scouring the Internet for comments about Tomb Raider II.

Having worked so well together for the last two or three years, the core group has decided to remain together as a team. They won't be working on the next Tomb Raider project for a while, the pseudo follow-up (dubbed Tomb Raider 2.5) tentatively titled "The Further Adventures of Lara Croft," a 16-level "extra" game that will be undertaken by a different team at Core Design using the tools and editors developed here.

We catch them in a period of limbo between the completion of their game and a three-week Christmas break. Who better to discuss the birth of a legend with than the very people who created her?

We Always Mention Toby

"We always have to mention young Toby Gard [lead designer on Tomb Raider] at the beginning," says Tomb Raider II Lead Programmer Gavin Rummery. "He's not with us anymore—he moved on to do other things. He stuck around long enough to see the bulk of the royalties come through on the first game [laughs], and then he moved on to do his own thing." [Toby Gard is now one of the founding members of Confounding Factor, a development team signed to Interplay. They have a game due out in 1999 tentatively titled Leviathan.]

"The whole thing was originally pretty much Toby's idea. Being a designer and an animator he had some strong ideas with what he wanted to do with an action game. We were getting a lot of 3-D combat titles at the time, but Toby wanted to see what was going on—to see what the player was doing as he moved around. Early on, the basic gist was that it should be a pure combat game. I think that in one of the original design documents he described it as a sort of "John Woo film" in a 3-D game. I think it even started off with a man as the lead character—but all of that changed very early on."

So it wasn't always intended as a game with a female Indiana Jones-style heroine? "Well, no. I mean almost straight away the design became an adventure game—and I'm not even sure if it was intentional really. We were playing around with the ideas and the combat sort of ended up being a lot less important. At about the same time, Toby also decided to change the lead character from a man to a woman." The team looks to a large standee of Lara standing near the door to their office. "She didn't look much like that at first," continues Gavin. "Originally she had this little crop top on, and er...combat trousers or something. She was a lot harder looking. A lot tougher." The group turns and points out a pair of huge posters based on the early conceptual artwork for the Lara that we have since come to know and love.

"If you look back at the early sketches, I think you can see where Toby was coming from originally. The way she ended up is quite different from how she is now. I think Toby once described her as being "psychotic." This was mainly because it was supposed to be an action game. If you look at these posters—you can't see, but in one of them she's got a couple of severed heads in her hand. This changed as we worked on the game and the current Lara just sort of evolved."

Revolting Turquoise

"Once the tough look was changed, she ended up like (points to rendered Lara picture) that—and pretty much stayed that way for the rest of the project." Neal Boyd, one of the two level designers on both games (Heather Gibson, his partner for this, is not in the office today. She is currently in Jamaica on a well-earned holiday) picks up the story. "The outfit with the shorts and the top turned up pretty early on. I've no idea why Toby chose that particularly revolting shade of turquoise, but that's the way it was and for some reason it never changed. It never even occurred to us to change anything really."

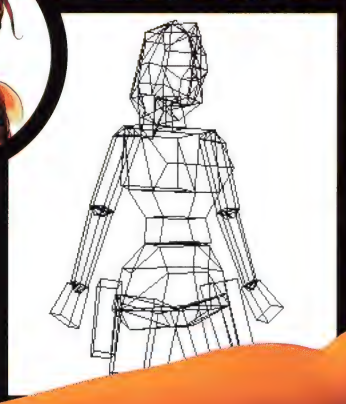
"She's always had a really long ponytail as well," interjects Gavin again. "And in all of the early artwork it was there. The limitations of the engine for the first game meant that we had to sacrifice it though. I suppose she must have had her hair up in some kind of bun or something I guess. It's something that we managed to get into the second game."

Andrew Howe, one of the other programmers on Tomb Raider II picks up on this theme. "The engine in the original game meant that we had quite a few limitations. In fact, something that we've not mentioned yet is that Lara actually looks the way she does because of the concessions we have to make with the graphics engine. The huge belt is actually there to cover up a point in the model where the polygons move against each other. Without the belt there it tends to glitch and look horrible."

"The engine for Tomb Raider II is much, much better though. We took the original and pushed the whole thing about as far as it could possibly go," Gavin continues. "It's much more efficient now. We've got the nice lighting, and we can move more polygons around than before. We also changed the graphics a bit as well."

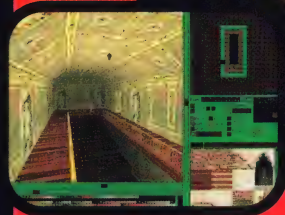
The Tomb Raider design team: from left Gavin Rummery (lead programmer), Joss Charmet (animator), Neal Boyd (level designer), Stewart Atkinson (Lara's animator), Jason Gosling (PlayStation programmer) and Andrew Howe (programmer)

So is Lara Croft the character set in stone? Are there certain things that they can and can't do with her? "Well...not really. We've got quite a bit of freedom with her to be honest. One of the first things that Stewart [Atkinson, Lara's animator on Tomb 2—not in the office yet] did was to change the model a bit. With the extra features that the enhanced engine gave us, he managed to round Lara off a bit. We got a bit of criticism for her triangular chest in the first game—so she's more rounded and womanly now. She was a bit sort of, "low polygon" before wasn't she? Stewart was pretty much responsible for all of the moves...he sorted her out with the climbing and worked on the new outfits and stuff."



Lara Croft Pizza Anyone?

Now that she's such a big star, maybe even bigger than the Tomb Raider license itself—does the team have a say in what is done with the Lara character? Can they veto decisions that are made? "We have a certain amount of clout, yes...I mean there are decisions made about Lara that will be made by the marketing people that we get asked about—but as far as Lara in the game goes, er...yes. Anything that she's going to do within the games we've had the final word on. Outside of this we don't have full control over. Erm, actually I think that one of the reasons Toby left was this. It was all



his little thing and I think he wanted complete control over everything that happened with her."

"I think he had a very strict idea of what he wanted," continues Neal. "He wanted to be on both sides, the creation and the marketing and he had some very strong ideas about what Lara would like."

Andrew joins in again here. "We're all aware that, you know, she's like this Indiana Jones kind of thing—and I think you get an idea of her character. We certainly do. You feel like you "know her" and you could say that there are things that Lara just would and wouldn't do."

So as the franchise takes off and word gets around that we will see Lara toys, clothes, posters...even promotions on soft drink cans—how does that make everyone feel? Does it cheapen her as a character? Does she lose any integrity? "Obviously we're very proud to hear all of the things that are going on. It's great to see a) a game character and b) your own character out there and we're very pleased," states Gavin. "But...it doesn't always necessarily work." Andrew recalls something that he didn't feel was the best move ever. "I don't know if you've seen, but there's a Lara Croft pizza out there at the moment. I think they've decided that was a bit of a mistake really. It's great for the

> **"(a reporter) asked me if I 'got on with Lara'. What a bloody nut. How do I get on with Lara? Well, you know mate, she's really quiet and she'll do anything I ask her to. Jeez."**
>
> **Stewart Atkinson** • Tomb Raider II lead programmer

game, but I think, well...you know...pizza's not really Lara's thing is it? Not pizza. It was a bit of an odd one for them to try out first. I think it's only in this country, but I would have thought that was the sort of thing that comes along much later on. We've not seen one either. Apparently it's out there and we're not getting any free pizza here.

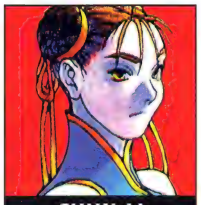
"Even the Spice Girls don't have a pizza do they? The Lara toys and the T-shirts and stuff that are coming out later next year should be great though. As long as they're really good quality. Lara can only really be associated with good, solid stuff you know?"

So does the team, especially on the art side, get involved with the merchandising? Are they consulted on the designs for the toys? "No," is the resounding answer. "As long as it looks like Lara,

girl power

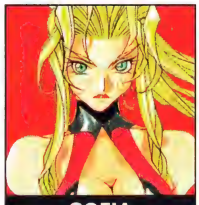
The Spice Girls think they have it. Linda Hamilton had it in *Terminator II*. Jane Fonda as Barbarella had it. It doesn't matter where you were, it matters where you are and where you're going. Lara Croft has it and her rocket is heading up. Everybody else is a wanna-be. Here is a look at the top twits biting at Lara's feet in a hopeless quest for HER glorious number-one spot.

The Lara Wanna-bes



CHUN-LI

SARAH



SOFIA

RED LOTUS

Why She's a Contender

SF II's quick-kicking dynamo was the first lethal female to make it big in video games. She made being a tough chick chic.

Sarah's not only the queen of Virtua Fighter chop-socky, she's also the first game girl to go 3-D. Her polygonal bod shaped things to come.

Sofia is a standard "hot babe that can break your neck" kind of woman. She beats you to a bloody pulp and then laughs at you.

Let's face it, any babe who knows how to handle a sword has gotta have something special under the hood, right?

Skills Lara Ain't Got

Lara may be good with her guns, but nobody beats the Chunster in an all-out brawl. Her legs-akimbo fighting style is unstoppable.

Like Chun-Li, Sarah doesn't need any fancy guns or gadgets—or even fireballs—to frag foes. She's just a hand-to-hand kinda gal.

Sofia is more like Indy than Lara is in a sense. She knows how to use her whip like a champ. Plus, the thing shoots "Thunder Rings." Wow!

Red's definitely sharp with her sword. She slices. She dices. She can cut a tin can in half. She's like a Ginsu knife—rack included.

Most Lethal Body Part

She's got legs, and she knows how to use them. Chun-Li's gams are as thick as Sly Stallone's chest—and twice as strong.

Sarah's arms are like snakes, always lethal, always moving, always bopping baddies in the nose or tossing them to the floor.

Since Sofia is an assassin, pretty much any part of her body is lethal. Of course, she does have the token large breasts...

Well, it's a toss-up between her anatomically impossible chest or her smooth-as-silk rear end. Both are delicious. Both are lethal.

Why You Should Never Piss Her Off

Few foes have withstood Chun-Li's favorite rapid-fire move dubbed the Hurricane Kick. Make this chick mad, and she'll kick you in half.

For one, she'll put you in a wheelchair. But ultimately, you'd hate to be on the receiving end of her mocking victory taunt: "Better run home to momma now!"

She gets off on holding you by your throat, slapping you silly and then kicking you upside your chin. Is that enough for you or do you need more?

Let's just say that Red Lotus can and will get medieval on your ass Lorena Bobbit-style. Oh, we guess that really wouldn't be your ass though, would it?

The Final Word

Although all of these fine and colorful women are deserving to make their mark on the Girl Power chart, they all fall short of rising to the coveted top spot. This just goes to prove that having flashy legs, Hurricane Kicks or Lorena Bobbit-style attacks aren't enough to beat gaming's most complete feminine package, Lara Croft.

that's all that matters, but we don't get involved with that side of things at all."

"I saw the Spice Girls dolls in Hamleys on Saturday," Neal tells us with a broad grin on his face, "and they just don't look like them. It's just the same face with different hair. Not very good at all. That kind of thing—you just don't want that."

Starting Over: Tomb 3

We get a break in the proceedings as Stewart Atkinson, Lara's animator, arrives at work. "What are you talking about? Merchandise? Ah...no. We don't get asked about that. All I'm worried about is the stuff that goes on in the game." A phone rings and Neal has to leave our chat for a while as he huddles in a corner letting everyone get on with things. "People are taking it all really seriously now," Stewart continues. "We've had all sorts of people talking about stuff other than the game. There's been film crews, TV, newspapers...we even had some Canadian TV bloke in here the other day. You know what he asked me? He asked me if I 'got on with Lara'. What a bloody nut. How do I get on with Lara? Well, you know mate, she's really quiet and she'll do anything I ask her to. Jeez.

"What we're doing at the moment is just looking at what we want to do next," continues Stewart. So does that mean work for Tomb Raider 3? "Well, yeah. We all get on really well, and we're going to stick together to do the next game. We weren't going to. We were going to have a break from it, but we've got lots of really big ideas about what to do next."

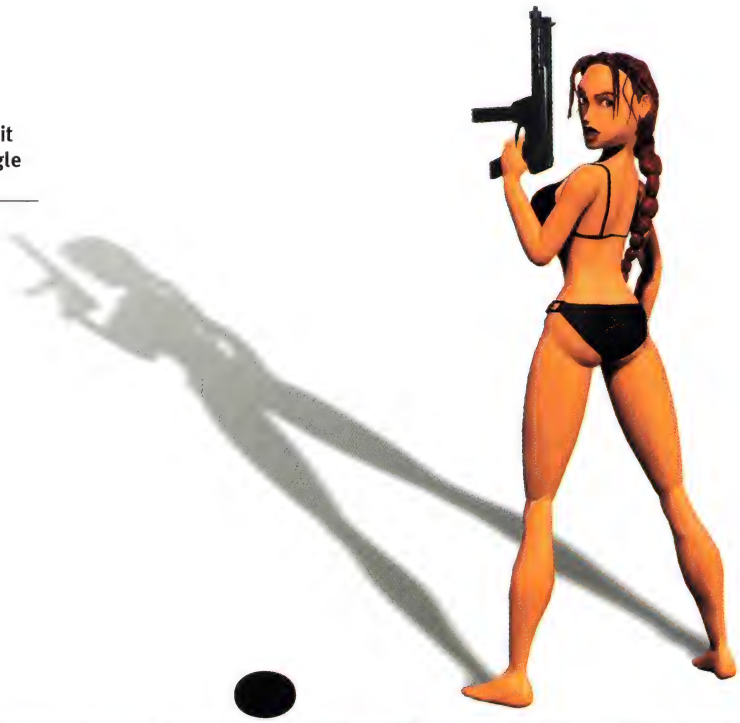
Joss Charmet, Stewart's partner involved in all of the game's animation recalls some of the comments made about both Tomb Raiders. "I've only worked on the second game, I was still in France during the first one, but I have read lots of articles about both games that said all of the animation was motion-captured. It wasn't! We did all of it by hand." He throws his hands up in despair. "We won't be using motion capture in the future either," continues Stewart. "You just can't get what you need from it. Cartoons don't use it and they get a great effect, so why should we bother? It really limits what you can do with a character as you move around a level. Everything has to be done in little 'loops' of animation, and with motion capture, something like Lara climbing a wall would be a nightmare.

"The next game will be completely different. On our side of things, in the animation, I'm really interested in what the technology is going to enable us to do. We're not going to need the cut-scenes at all, because we'll be able to make the in-game characters work better than any SGI stuff. I want to be able to animate Lara's face next time—give lots of mannerisms that she does aside from all of the basic stuff. Also, I want her to talk in the game—animate all of the basic vowel sounds and produce something that looks as convincing as a cartoon or something."

"Making Tomb 3 really different is what's most important," Gavin shifts in his seat, clearly a little uneasy discussing the team's next project. "We've taken the Tomb Raider engine about as far as it could go. Tomb 2 really squeezes every last drop out of that engine so we need to start again from scratch. We probably won't have the thing ready until maybe Christmas 1999, but it's really important that we do something different and ground-breaking. There's no point just chucking out more of the same. There's an extra Tomb Raider game being done by another team—but it's just a glorified add-on disc. Tomb 3 is going to be completely new."

> **"Making Tomb 3 really different is what's most important... Tomb 2 really squeezes every last drop out of that engine so we need to start again from scratch. We probably won't have the thing ready until maybe Christmas 1999."**
>
> **Gavin Rummery**
> Tomb Raider II lead programmer

The Lara Croft machine is in high gear, with hit Tomb Raider multiplatform games and a gaggle of new products on the way.



Maximum exposure

As the Lara Croft and Tomb Raider franchise gets bigger and bigger, we're bound to see her appearing on every kind of merchandise under the sun. Or are we? We spoke to Core Design boss and executive producer of the Tomb Raider series, Jeremy Smith about what's going on.

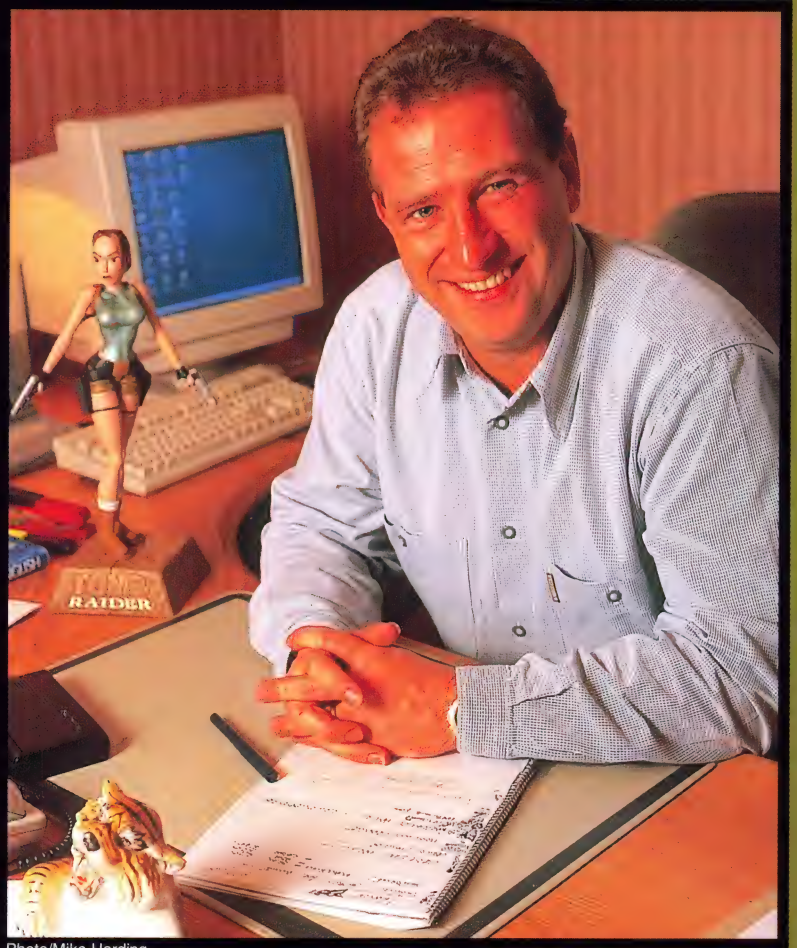
So... is Lara Croft going to be the next big thing? Are we going to see her face peering out from every soft drink cup and burger wrapper? Jeremy Smith has some very strong opinions on what is undoubtedly the hottest video game property of all time. "We're being very cautious with what we do, that's for sure. Predominantly we'll be looking at TV and film. In the meantime we're trying to make sure that we don't tarnish Lara on her way to the big screen. There's a range of merchandise coming from the U.S. We're going to combine that with the stuff from Germany and the U.K. It's all high-quality stuff. Leather jackets, sunglasses, some Swiss watches that'll have Lara embossed onto the strap. Some of the stuff is branded with Lara and some with Tomb Raider. We're also putting together a range of action figures. There'll be Lara and then there'll probably be a range of different vehicles for her to use. These are literally on the drawing board as we speak and we're working with a toy company consultant. The merchandise side is just starting to happen...we thought we might be too late, but with hindsight I think we've managed to get things just right. This is a company that's worked heavily with the action figure toy industry. It's not the agency that worked with Sonic or Mario or any of that lot. This is a company that understands the toy market as a whole. So we're not going to get 15 million Tamagotchis out there or anything like that. Still, maybe people would go for a pet Lara. What do you think?" Er...no. Probably not.

What sort of thing can we expect then? The quality of video game-inspired toys has been variable to say the very least, with a particular high point being the recent launch of the Duke Nukem toy range. Jeremy is adamant about quality. "The toys need to be the same quality as

By John Davison

“The best thing about Lara is that she doesn’t exist and because she doesn’t, we can make sure she doesn’t screw things up along the way. If she were real, she’d have a mind of her own and make mistakes.”

Jeremy Smith
Core Design boss
and executive producer
of the Tomb Raider series



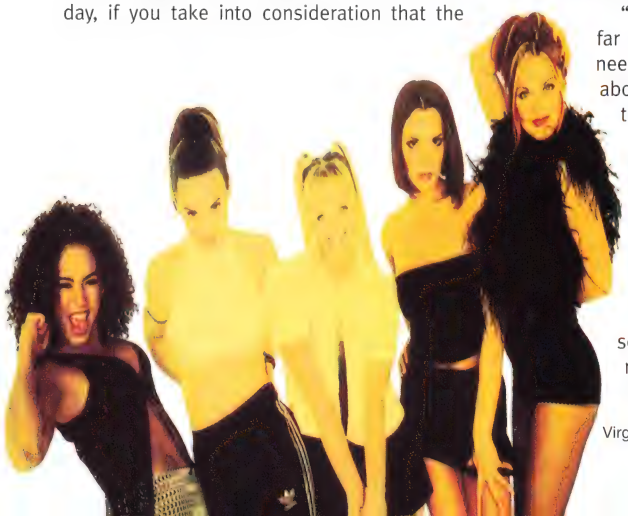
Photo/Mike Harding

the *Star Wars* toys. I mean, you know, the *Star Wars* stuff was absolutely the best—high-quality, high-detail toys. We’re not going for the Barbie end...we want good, solid lumps of plastic. Nothing crap.”

Another Spice Girl?

How about other promotional activity...is Lara going to be everywhere? “Pepsi and 7-Up are talking to us to do an on-can promotion. We need to do promotions that are high-profile but of a good quality. We can’t get caught in the ‘Spice Girls trap’ where we just throw things out everywhere. At the end of the day, if you take into consideration that the Spice Girls have sold 7 million copies of their latest album you have to realize that someone, somewhere thinks they’re great. The fact that the media doesn’t particularly like them because they’re every-bloody-where, on Pepsi, with Polaroid, with Asda [U.K. grocery super-store chain] is irrelevant—they’ve just spread themselves a bit too thin. They only have a relatively small window because the pop scene moves so rapidly. If I were them, I’d think I’d want to get as much cash as I possibly can within that window. Probably screw up the franchise...but who cares? It’s not going to be around forever.

“With a game though, we have far more longevity than music. We need to be careful. If you think about it, the only merchandising that has ever been a roaring success has been *Star Wars* and that’s a 5 billion-dollar industry—just in the action figures and merchandise. Take it back from there, and anything to do with movies and TV hasn’t really been a monster hit. Unless you’ve got something that’s going to be a monster hit, you simply don’t have to do it. You can just do stuff that’s going to generate a few thousand dollars like a Domino’s Pizza promotion or whatever and then forget the rest. It can be pointless and pure vanity. None of this is going to sell more games for us. But what it will do is keep Lara at the forefront of people’s minds. This is something that we, and by that I mean the royal ‘we’—meaning Eidos—can do with the media. We can get her on potentially every magazine and newspaper in the world if we try hard enough. But what else can we do with her? The Spice Girls are real. Every move they make is watched and scrutinized under a bloody microscope. So we need to take Lara further, expand the horizons—but we have to do it right so that she’s watched by the right people and talked about in the right way.”



Virgin Records America, Inc.

‘The’ Lara Croft

With so many other companies getting in on the Lara action, is there a risk that things could get out of control? Jeremy’s already thought of this and before he moves on to explain what he means, a document is produced. ‘The Lara Croft’ it proudly proclaims on the front. “We’ve just produced a Lara style sheet. That’s the bible. The main doc-

ument. It tells you things about her that merchandisers need to know. It doesn't say what she would and wouldn't do...but it gives an overall impression of what's right for her."

Will she appear in other products at all—maybe a cameo appearance in another Eidos game? "No. I don't go along with the Duke Nukem attitude of putting cool game characters in to be shot at. I mean, Lara was in Shadow Warrior, locked in some dungeon or something but—well...we didn't need it. Lara would only appear in another game if she needed to. Maybe if we did a male Tomb Raider game, she'd pop up in that. But there's no point really. It's so easy for crap ideas to come up in brain-storming meetings. And we've had proposals from outside that you just wouldn't believe. But the integrity of the franchise is paramount."

So can she get any bigger? Is she going to be a proper "superstar?" Does she have that kind of potential? "Lara is the star of a video game—she's not going to get much bigger until she moves to the movie or TV screen." So is that a given? Will Lara make it to the movies? "Well, there's a lot of interest at the moment as you'd expect. Especially female action heroes are big news at the moment. *GI Jane* may have been a dog of a movie, but it worked. It was an absolute crock, but it changed some attitudes. Everyone's looking for a female action star now. It's the 'in thing' at the moment. Hollywood sees Lara as a potential. But what's going to happen? If we sign Lara for, I don't know, 20, 30, 40 million dollars...what happens if Hollywood gets their hands on it and completely messes it up? The whole franchise is screwed then isn't it?"

Sandra Bullock plays Lara Croft?

So would Jeremy rather see a "real" film, or something like the forthcoming *Final Fantasy* movie that's all gorgeous rendered imagery? "Well, I want the real action thing, but the team wants a rendered film." So who would make a good Lara? "I think Sandra Bullock is my favorite for it at the moment. People have mentioned Liz Hurley—but no one's talked to these women. No one knows if they're interested or not. Who bloody knows? If they pay them enough I suppose."

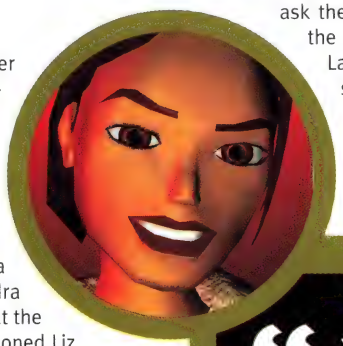
Won't Hollywood force Lara to lose some of her Englishness? "It couldn't be an English movie though could it? *Brassed Off*, *Four Weddings*, *Full Monty*...this is all classic English humour, but no action. To do an action movie, you have to go to Hollywood and if you do that, you're going to get some of the Hollywood bull in there aren't you? They have to keep a film or whatever sympathetic to the game though. It can't follow it, but as long as you don't have Lara pouncing about in New York, and as long as there's lots of action and a little bit of humor—it will work.

"The game has certainly opened up a lot of opportunities that Hollywood could jump on. I don't think we should see her fighting dinosaurs or anything, but if you think about it, especially with the second game, everything is far more suited to movies. You've got speedboats, skiddoos and different locations. It wasn't premeditated or contrived, but Tomb 2 has a lot of potential movie bits in it."

All This and Now She's a Model Too?

So what about the news that Lara (the rendered girl) has joined a model agency? What's going on there then? "Well, we have done it. I can't remember what they're called but they're one of the top five agencies—she's on the books and if Gucci or Armani or Calvin Klein or whoever want to use her—we can take a picture of the clothing, digitally enhance it and wrap it around a rendered Lara for 25 grand a day or whatever.

"At the end of the day, no matter what we do with her, make her a model, make her a movie star or whatever, we're going to look after her. Myself and Ian Livingstone (owner of Eidos) are ultimately responsible and we have to sign each thing off—and we'll ask the team if we're not sure. At the end of the day, they are Lara. They talk about her like she's real, and to those that work with the franchise and see her in all of these different things, I suppose she is."



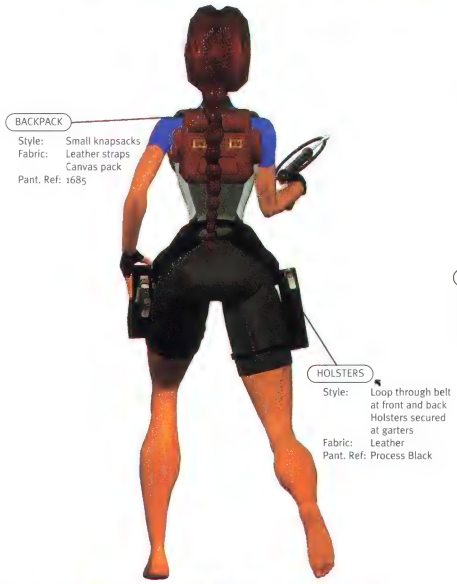
"The best quote I think that ever came from the team about Lara was when all of the stuff was out there with Lara in the nude. They said that if Lara took her top off...all you'd see would be a wire mesh—because that's what she is underneath. That's what's behind the clothes."

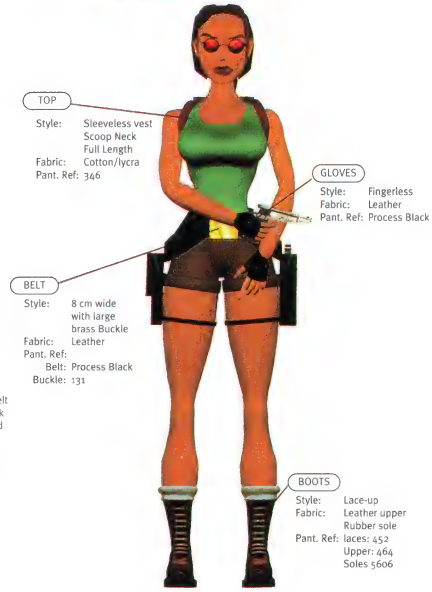
Jeremy Smith

All about Lara

Name: Lara Croft
Nationality: British
DOB: 2/14/65
Birthplace: Wimbledon, Surrey
Marital Status: Single
Blood: AB-
Height: 5'8"
Weight: 115 lbs.
Hair: Dark Brunette
Eyes: Dark Brown
Bust: 34D
Waist: 24
Hips: 35
Height: 5'8"
Dress: 8
Shoe: 7

No joke, this is all legitimate Core Design-sanctioned information. The definitive profile of Lara Croft taken from the recently produced 'The Lara Croft Style Sheet'—a document provided to anyone involved in producing merchandise based on the Lara Croft franchise.

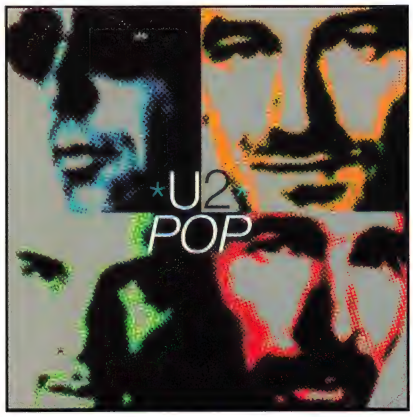




Favorite Film: *Deliverance*

Favorite Food:
Beans on toast

Favorite Bands: U2,
NIN...trance music for training



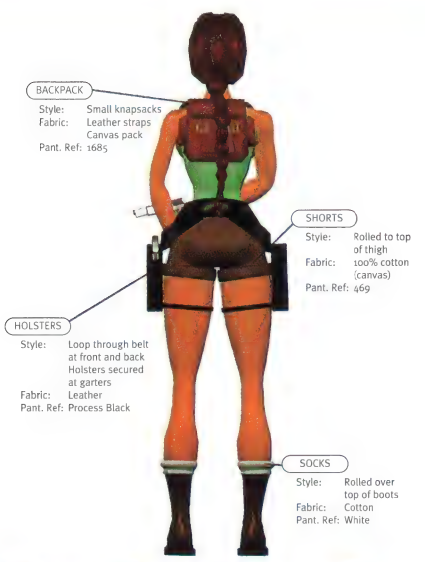
Fears:
Her Auntie's Corgi

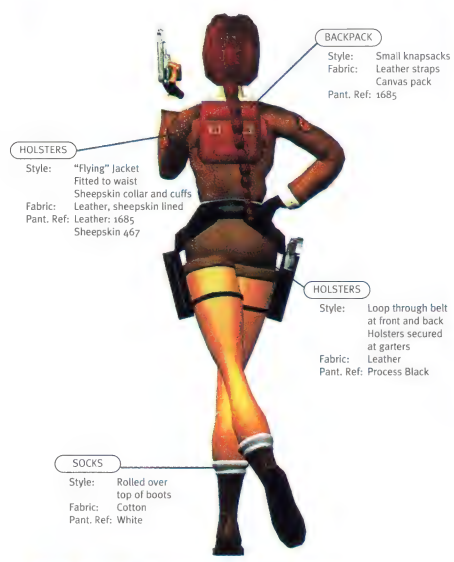
Favorite Mode of Transport: Norton Streetfighter Bike

Education: Private tutor (3-11), Wimbledon High School for Girls (11-16), Gordonstoun Boarding School (16-18), Swiss Finishing School (18-21)

Family: Daughter of Lord Henshingly Croft...you know the rest (plane crash etc., etc....it's in the manual). Apparently she is supposed to marry the Earl of Farringdon.

Work: Writes books to fund lifestyle. Titles so far include *A Tyrannosaurus is Jawing at My Head* and *Slaying Bigfoot*.





Coming on the heels of such video game cinematic masterpieces as the *Super Mario Bros.* and *Mortal Kombat* films, the rumor mill has been rife with reports that Tomb Raider's Lara Croft may soon make her big-screen debut. While Eidos has been mum on whether or not they are going to surrender the film rights, we think given the game's immense appeal, a movie version is a certainty. Of course, the key to the success of any Tomb Raider film project will be casting the right actress for the lead role. To help out potential casting directors for the project, we came up with our top-10 candidates to play Lara Croft. Some of our choices like Elizabeth Hurley or Sandra Bullock may be more suitable than others, while some are made with tongue firmly planted in cheek. Keep in mind that this list represents consensus choices, and regrettably some outstanding individual nominations like Demi Moore, Pamela Lee and Bea Arthur had to be left off the roll call. Still, we feel any of these women would make a fine Lara Croft, so without further adieu, our casting hopefuls...

By Alex Gordon

The Wide-Screen adventures of Indian Jane

10 lucy lawless

Lara Factor: Lawless is buff, tough and about 11 feet tall—the perfect larger-than-life gal to fit in Lara's polygonal brazier. Plus, like Lara, she talks kinda funny.

Special Talents: Are you kidding? She's Xena. She can kick, punch, bite, claw, ride, jump, swim, shoot, climb and kiss other chicks like no one else on the list.

Past Lara-esque Roles: Admittedly, not many. Just Xena and Rizzo in the Broadway version of *Grease*.

How it Will Help Her Career: Lara Croft could be Lawless' ticket off UHF and into the multiplexes; then again, she could end up with egg on her face like her buddy Kevin "Kull the Conqueror" Sorbo.

Key Scene: Lawless unveils a big-screen version of the fabled Tomb Raider nudity code when, halfway through the film, she starts singing the National Anthem.

9 shannon doherty

Lara Factor: Bitch, bitch, bitch—that's all the critics ever do about this fine actress. C'mon, guys, she's more than feisty enough for this role.

Special Talents: For a while there, Doherty was good at getting arrested, and we can't help but like the idea of Lara Croft in a women-in-prison picture.

Past Lara-esque Roles: Brenda showed a taste for adventure when she defied Jim and Cindy and traveled across the border to Mexico with Dylan.

How it Will Help Her Career: What career?

Key Scene: Lara decides to quit adventuring and moves to Beverly Hills, spending her days palling around on Rodeo Drive with Kelly and Donna. Then she kills them.

8 barbra streisand

Lara Factor: She's not quite right for the role, but she's got the power to get the rights and put herself in the lead.

Special Talents: She's Babs. She's like butta.

Past Lara-esque Roles: One word: Yentl!

How it Will Help Her Career: Babs has done it all except action. Even though she's in her mid-50s, with the proper lighting, soft focus and extensive computer graphics work, we think she could pull it off.

Key Scene: Lara is surrounded by enemies. Close-up of her mouth. You hear her start to whisper, "People, people who need people..." Suddenly she's belting out her signature tune. Her foes are dumfounded for a moment. Then they attack and kill her.

7 claudia christian

Lara Factor: She's was quoted as saying she's been typecast as a "Russian bisexual telepathic Jew." 'Nuff said.

Special Talents: As Commander Susan Ivanova on *Babylon 5*, she's able to maintain shiny, healthy hair during an interstellar war.

Past Lara-esque Roles: Besides *Babylon 5*, Christian's résumé includes a guest stint on *The A-Team*, a role in the game Solar Eclipse and, yes, she costarred in the Anthony Michael Hall opus *A Gnome Named Gnorm*.

How it Will Help Her Career: Now that she's said bye-bye to *Babylon 5*, she'd do well to take a role like this and steer clear of police buddy films starring gnomes.

Key Scene: Lara has a problem. No one else can help. A van comes crashing through the wall and with their machine guns blaring, B.A., Face, Murdock and Hannibal arrive on the scene in the nick of time. Oddly, no one gets killed.

6 alyssa milano

Lara Factor: Anyone who's spent any time surfing the Web has seen that Milano has the physical assets needed to fill the role's demanding, err, dimensions. Oh, we hear she can act too.

Special Talents: Since she moved into *Melrose Place* she's earned a third-degree black belt in cat fighting.

Past Lara-esque Roles: Marian Delario in the movie based on *Double Dragon*, a small role with Arnold in *Commando*.

How it Will Help Her Career: While she's used *Melrose*, like so many before her, for career rehab, it looks like this is the last hurrah for the nighttime soap. A role like this will keep her out of *Poison Ivy III*.

Key Scene: Lara pulls out her uzis and unloads 250 rounds into her archenemy, deftly played by Tony Danza, leaving no doubt once and for all who's the boss.

5 uma thurman

Lara Factor: Critics might say she's too ethereal for the role, but she proved in *Pulp Fiction* that she can wear a wig and dance with the big guys.

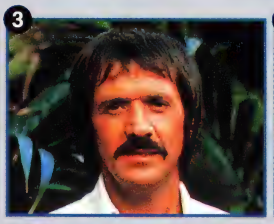
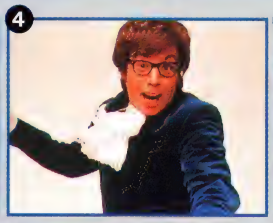
Special Talents: She may not always be perky and ready for action, but that's nothing a hypodermic needle full of adrenaline to the heart won't fix.

Past Lara-esque Roles: Poison Ivy in *Batman & Robin*, Emma Peel in the upcoming big-screen version of *The Avenger*.

How it Will Help Her Career: Despite her laughable role in last summer's series-killing *Batman* film, Thurman already has two big roles in 1998. Still, a star turn as Lara could boost her mainstream appeal.

Key Scene: Lara enters a perilous echo chamber where a devious thug (David Letterman in a cameo) keeps calling out, "Lara, Oprah. Oprah, Lara" in an attempt to drive her mad.

Oh, those Wacky Sidekicks...

It seems that every time Hollywood gets their hands on a hot property, they insist on broadening its demographic appeal by adding a goofy sidekick. Since it's inevitable that the *Tomb Raider* movie will follow this trend, we thought we'd pre-empt the studio moguls by offering our picks for Lara Croft's li'l buddy.

1 ***Harrison Ford:*** The perfect choice as he reprises his Indiana Jones role one more time before he applies for social security.

2 ***Cheech and Chong:*** Adding a little humor to the film, the perpetually stoned duo ride along with Lara looking to score some ancient ditch weed.

3 ***Sony Bono:*** Sure Cher ditched him, but Bono could take a vacation from Capitol Hill to provide a little comic relief. The thought of Lara and Bono busting out into "I Got You Babe" makes us giddy.

4 ***Austin Powers (AKA Mike Meyers):*** Groovy baby! With Hurley playing Lara, this duo would be ultra shagariffic.

5 ***Hugh Grant:*** Again, a great pick if Hurley gets the part. Lara makes the ever-mumbling Grant schlep all her gear around as penance for the Divine Brown incident.

6 ***Gary Coleman:*** Before you say, "Watcha talkin' bout?" remember Arnold Drummond's skillful handling of the Gooch situation. Hell, we say bring back the whole Drummond clan, including Mrs. Garrett, for the most nonsensical crossover since the Harlem Globetrotters visited Gilligan's Island.

7 ***Richard Simmons:*** You'll be tomb raiding to the oldies as Richard keeps Lara slim by doling out the rations according to his deal-a-meal program (no bear meat allowed on this diet!). Besides, Richard is the only person who actually wears his pants as short as Lara.

8 ***The Spice Girls:*** In the first scene in the film, Lara leads the Spice vixens into a room where they find their fabled 'girl power' is no match for a pack of ravenous beasts!

9 ***Martha Stewart:*** Martha's along for the ride to offer Lara lots of great tips on how to spruce up some of those dreadful old tombs just in time for the holidays.

10 ***Gloria Steinem:*** Steinem convinces Lara that she would be just as popular with the male audience if she had breast-reduction surgery and traded in her formfitting duds for more practical attire.

4 carmen electra

Lara Factor: She definitely has all the right physical attributes. Plus, her experience on *Baywatch* proves she can perform in formfitting clothing.

Special Talents: She's adept at aquatics. After all, aren't all the actresses on *Baywatch* chosen primarily for their swimming skills?

Past Lara-esque Roles: Electra, who basically bombed as Jenny McCarthy's replacement on *MTV's Singled Out*, could use the role to prove she's more than just a pretty face.

Key Scene: After an hour of watching Lara being played by a ditzy blond bombshell whose main talent is making silly faces, the audience breaks into applause when Electra bursts onto the screen and with her M-16 "replaces" the lead actress.

3 yasmine bleeth

Lara Factor: See Carmen Electra.

Special Talents: Again, like Electra, she knows her way around the water. Plus, we're guessing that costar David Hasselhoff has taught her some of those swell on-land moves he displayed in *Knight Rider* and...er, *Knight Rider 2000*

Past Lara-esque Roles: Caroline Holden on *Baywatch*, Jo in the CD-ROM Maximum Surge.

How it Will Help Her Career: A good action role could be just the ticket to rescue her career from *Baywatch* and straight-to-video hell. After all, look at what *Barb Wire* did for Pamela Lee. Umm, never mind.

Key Scene: Lara's being chased by some baddies on the backstreets of Venice. One of them slips on wet pavement and tumbles into the canal. He starts to thrash about and scream for help. Lara tosses the bad guy a buoy, pulls him to shore and gives him mouth-to-mouth. Then she kills him.

2 sandra bullock

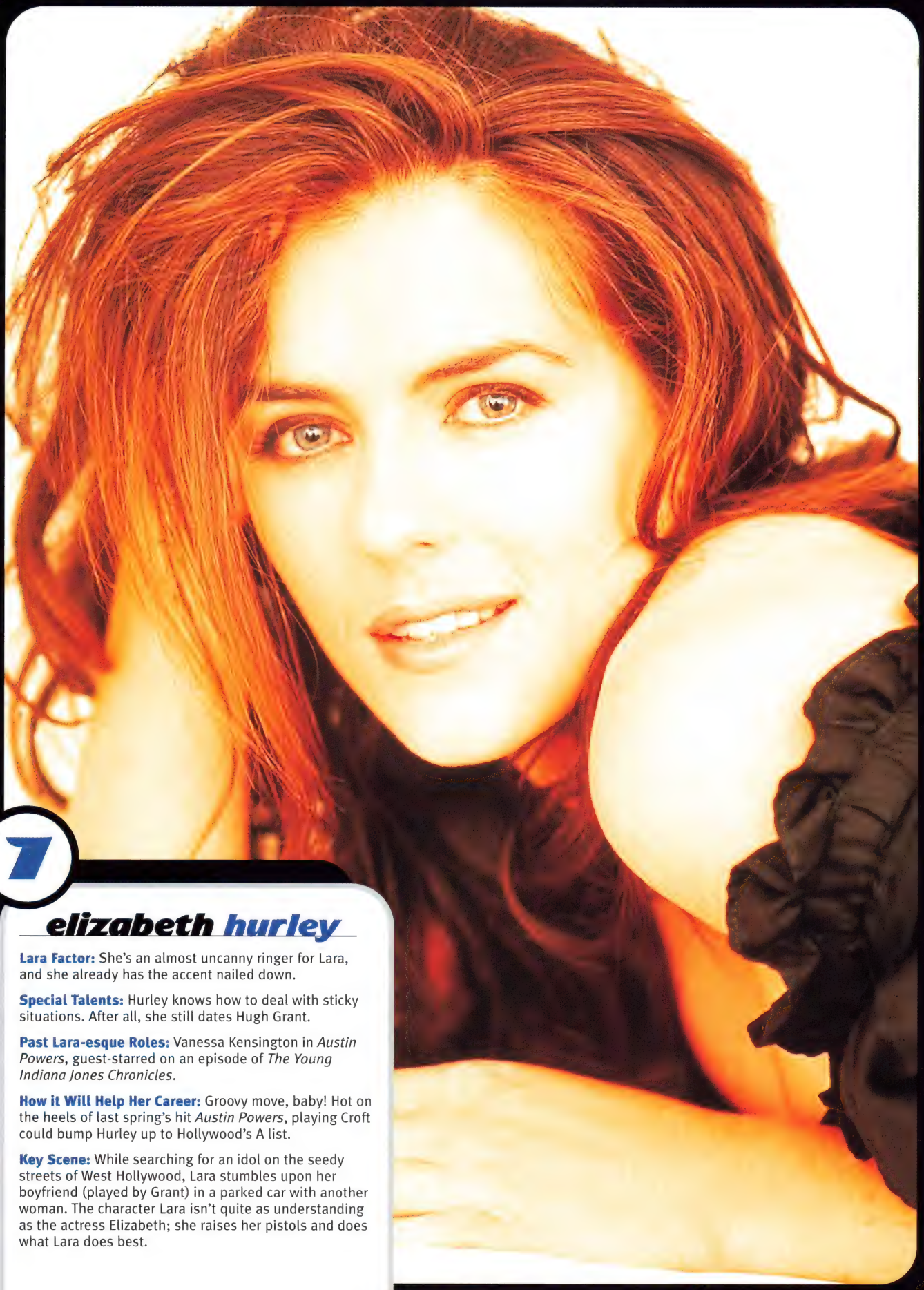
Lara Factor: The English accent may be a stretch, but Bullock showed in *Speed* and *Demolition Man* that she can handle both adverse situations and the laughably hammy acting of male costars.

Special Talents: Anyone who can make a 10-ton bus fly should have no problem leaping over a few spike-filled chasms. But ultimately, look at the picture to the right—that's Lara Croft, dude!

Past Lara-esque Roles: Annie Porter in *Speed* and *Speed 2*, Angela Bennet in *The Net*, Sly Stallone's partner Lenina Huxley in *Demolition Man*.

How it Will Help Her Career: After the way *Speed 2* tanked at the box office, the lead in *Tomb Raider* could put Bullock back on the map.

Key Scene: Lara jumps on a snowmobile—only to find that if it drops below 50 miles per hour, she'll have to board a cruise ship and ruin her career.



7

elizabeth hurley

Lara Factor: She's an almost uncanny ringer for Lara, and she already has the accent nailed down.

Special Talents: Hurley knows how to deal with sticky situations. After all, she still dates Hugh Grant.

Past Lara-esque Roles: Vanessa Kensington in *Austin Powers*, guest-starred on an episode of *The Young Indiana Jones Chronicles*.

How it Will Help Her Career: Groovy move, baby! Hot on the heels of last spring's hit *Austin Powers*, playing Croft could bump Hurley up to Hollywood's A list.

Key Scene: While searching for an idol on the seedy streets of West Hollywood, Lara stumbles upon her boyfriend (played by Grant) in a parked car with another woman. The character Lara isn't quite as understanding as the actress Elizabeth; she raises her pistols and does what Lara does best.

TOMB RAIDER 2

Strategy Guide

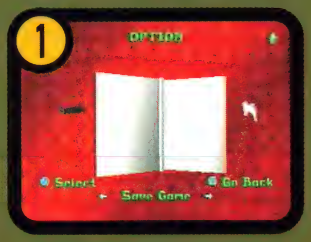
It's no secret that Lara Croft is one busy gal these days, now that her popularity has virtually exploded with the release of her first adventure, a little more than a year ago. Nowadays with her likeness appearing in everything from comic books to action figures, who has time for treasure hunting?

Lara Croft, that's who. Make no mistake—what we have here in this latest installment is a tougher, longer and more involving game than the first. Followers of the original will understand what we mean by this, but the good news is that you don't have to be a master of the original to understand this latest release, as anyone can start it up and get right into it. Be forewarned though, as putting this game down seems to be another matter entirely. Gamers should also take note that these following pages cover a complete walk-through to the solutions of all the puzzles in the game, and are advised to read ahead only if they are in need of assistance. Alright, enough talk. Bartoli is on the move.

What's New 1

Besides the obvious changes in physical appearance (I mean in reference to her new ponytail), Lara Croft has gotten quite a few new tricks up her sleeve for her return to doing what she does best.

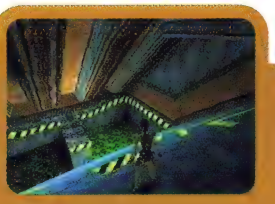
1. One welcome new feature debuting in TR2 is the new spontaneous unlimited save feature, completely eradicating the old save gem system and allowing the player to save the game at his/her own discretion.
2. Lara now travels with an impressive assortment of flares in her backpack, adding with it more challenging and complex puzzles than ever before.
3. Lara has also ditched her bike in favor of more unique modes of transportation including speedboats, zip wires and machine gun-equipped snowmobiles.



2 Tactics

In a nutshell, the enemies Lara loves to hate in TR2 can be classified in two different categories: Those who are armed and those who are not.

For the most part Lara shouldn't have much trouble dispatching the majority of the baddies in the game with just her normal pistols. There are instances of course, where firepower is called upon to match firepower, and there are the instances you'd be better off avoiding altogether, such as most underwater firefights, and especially ones regarding sharks. Above all, use your discretion, but keep in mind it never hurts to have too much M-16 ammo in reserve, especially for those opponents who don't seem like they're from this Earth.



3 Lara's Moves

In addition to her new armament, Lara has learned a couple new fancy moves to add to her repertoire.

1 In the first Tomb Raider, Lara had a nice roll maneuver which was basically her savin' grace against multiple attacking enemies. The good news is the roll is back, the great news is she also possesses a new fighting maneuver where she can change her targeting position in mid-jump, completely nailing an enemy while distancing herself from them at the same time.

2 Lara has also learned the art of wading when she's submerged in water anywhere from knee to waist deep. Although this makes her actions more realistic, it also leaves her defenseless during the moment of transition from walk-wade-swim etc. Always approach water areas of this depth with caution.

3 And yes, even that useless head stand has returned for part two. Although it may be fun to execute every now and then, it's usually a good idea to avoid it altogether because it renders her helpless to an enemy attack for the entire duration of the showboating move.

1

2

3

4 Advanced Technique

1

2

To achieve any degree of success controlling Lara Croft in her latest and greatest adventure, you have to first understand the play mechanics behind her. Basically, all of her movements are composed of invisible square patterns, and if you think of her as one "square" moving among an entire grid of them, it can help out immensely.

1 For example, for Lara to perform a running jump, she must first cover one square area to gain momentum to successfully jump at the right time, or else chances are most likely that she'll fall to her death.

2 This type of technique also holds true for jumping to either side or to the back. Above all else, if you're still having trouble, it never hurts to spend some time at Lara's personalized training gym too.

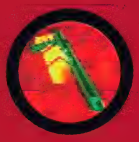
5 Lara's Arsenal

Pistols
Use to shoot marine life from the shore, and to momentarily light up a darkened area.

Uzis
Excellent in multiple enemy situations. Eats bullets like crazy so use on only the toughest opponents.

M-16
Works well on the most powerful enemies....at a distance. Close combat leaves you a sitting target.

Automatics
Most effective on larger-sized animals, and has a decent ammo consumption.



Harpoon Gun
Not very effective, better to swim past most enemies instead of wasting excess time and health.

Grenade Launcher
Powerful like the M-16, and should be reserved for long-range gun fights only.

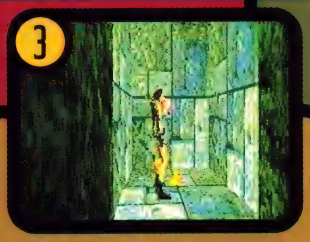
Shotgun
Has poor range, use in close combat whenever possible.

1 The Great Wall

Ultimate Goal

It's up to Lara in this first stage of the game to find the clue needed to discover the whereabouts of the legendary disappearing dagger of Xian. As far as Tomb Raider levels go, this one is pretty easy to follow. There are only two keys in this stage that Lara must find and the only enemy opposition you'll face comes in the form of raves, tigers and spiders. Things will suddenly pick up at the beginning of the gauntlet area (see map below), so be sure to put this game's new unlimited save feature to work. BTW, although most of the baddies in this game are completely new, Lara will run into a couple old friends of hers from part one when she tries to acquire the last level secret. You'll see...

Three Stage Secrets 2



1. Climb to the ledge from the water, follow the path (you'll have to make one jump) until you climb another ledge. Turn around and jump to the ledge then turn right and make another jump. The secret will be straight ahead.
2. The next dragon secret is in plain sight, but you'll have to be quick to grab it before the spiked wall on the left crushes you.
3. Before riding the trip wire down after the gauntlet stage, walk to the edge and look down. Drop down to the ledge below and shimmy across to the ladder. Go down it. You will see a dinosaur. Kill it and get the secret in the same room.

Checklist 3

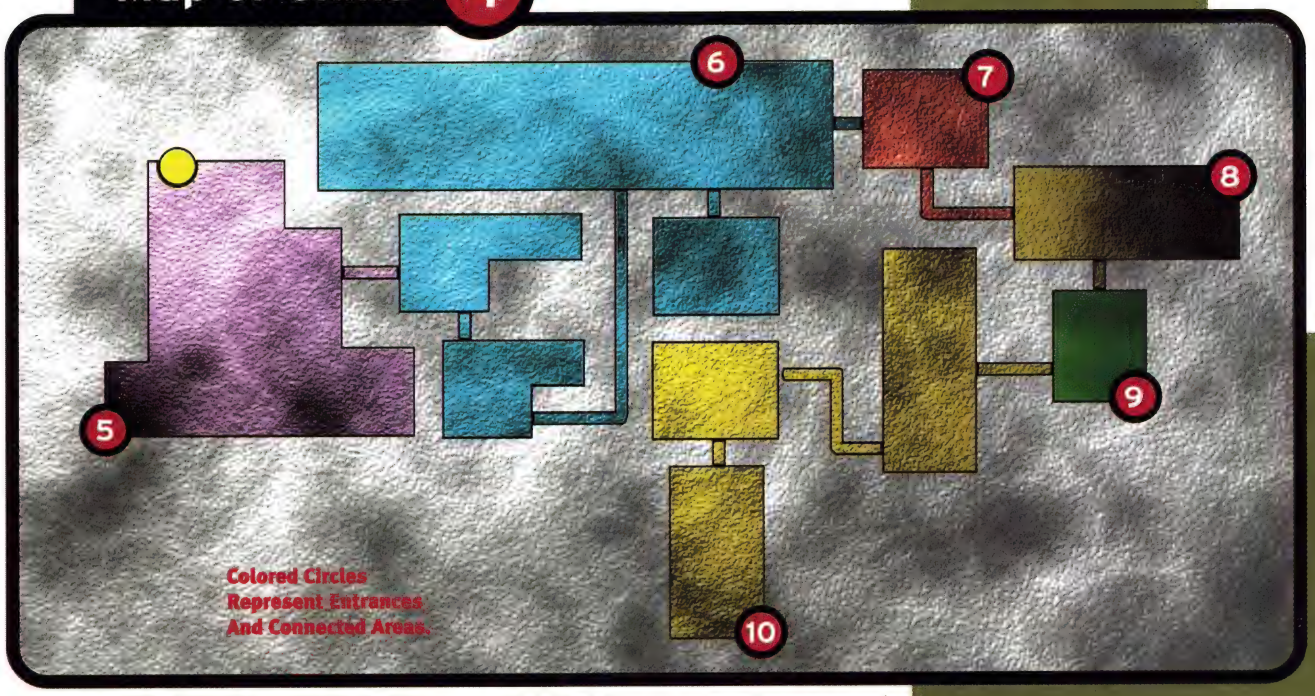
1. The Guard House Key:

Located in a small pool on the right side of the Great Wall. After opening the lower level door in the Guardhouse to access the Great Wall, shoot the flock of ravens that rush to attack you and slide down the ramp to your right. The key is buried in a hidden alcove underwater.

2. The Rusty Key:

This key is hidden on the top floor of the second Guardhouse you enter, in the right corner of the room. Simply climb the ladder in front of you to reach it.

Map of China 4

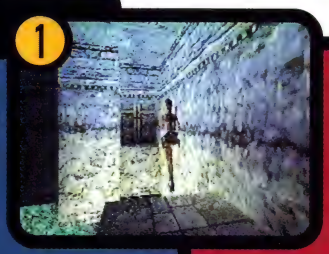


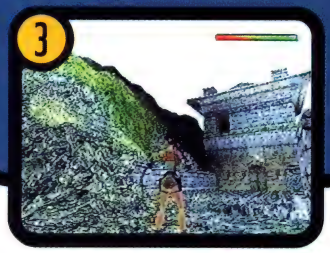
5 Cliff Climbin'

1 After the helicopter drops you off, head toward the the pool of water at the far-right corner of the screen. Just beyond the lake, climb up onto the ledge and follow it around to the left. At this point a tiger appears down below, but he's really not much of a problem unless you make a mistake and plummet to the ground. If you turn around from the end of the ledge you're now standing on, you can spot the level's first secret on the platform ahead. Grab it and head up to the top of the mountain.

2 A running jump will get you across to the ledge where you can pull yourself up to the top of the abandoned guardhouse.

6 Great Wall





1 When you drop down through the trap door in the floor, search the right portion of the room below for a lever. A running jump and grab will pull you up to it.

2 Now move the lever and exit the guardhouse.

3 When you enter the Great Wall of China, you'll soon discover that you're not alone. Fend off the oncoming swarm of ravens with your pistols and a well-placed evasive jump to the left or right every now and then.

4 Lastly, dive into the lake to the right and search the darkened area for the Guardhouse Key and make your way back up to the service.

7 The Guardhouse

1 Be prepared for a fight with the spider residents beyond the Guardhouse door.

2 Climb up the ladder to acquire the key.

8 Spider Domain

1 Use your newfound key to open the door below in the Guardhouse, and blast some more advancing spiders in the process. To exit the room, simply pull the block in the center out.

9 The Wall Trap

1 The water-filled room that suddenly starts shooting projectiles from its walls can be difficult if you don't know the correct way to move past them. Right from the start, wade over to the left wall of the room, jump up and shimmy your way harmlessly across the traps firing at you.

10 The Gauntlet

To successfully exit this level, you must navigate your way through the gauntlet waiting for you at the end.

1 First, jump over the swinging blades and collapsible floor and make a hard right. With good timing, the boulders are easy to avoid—and a well-placed running jump will get you over the spiked area of the floor. Timing is also critical in picking up the second secret.

2 If you stay to the right side of the screen you shouldn't have any trouble with the closing wall of spikes.

1 Venice, Italy

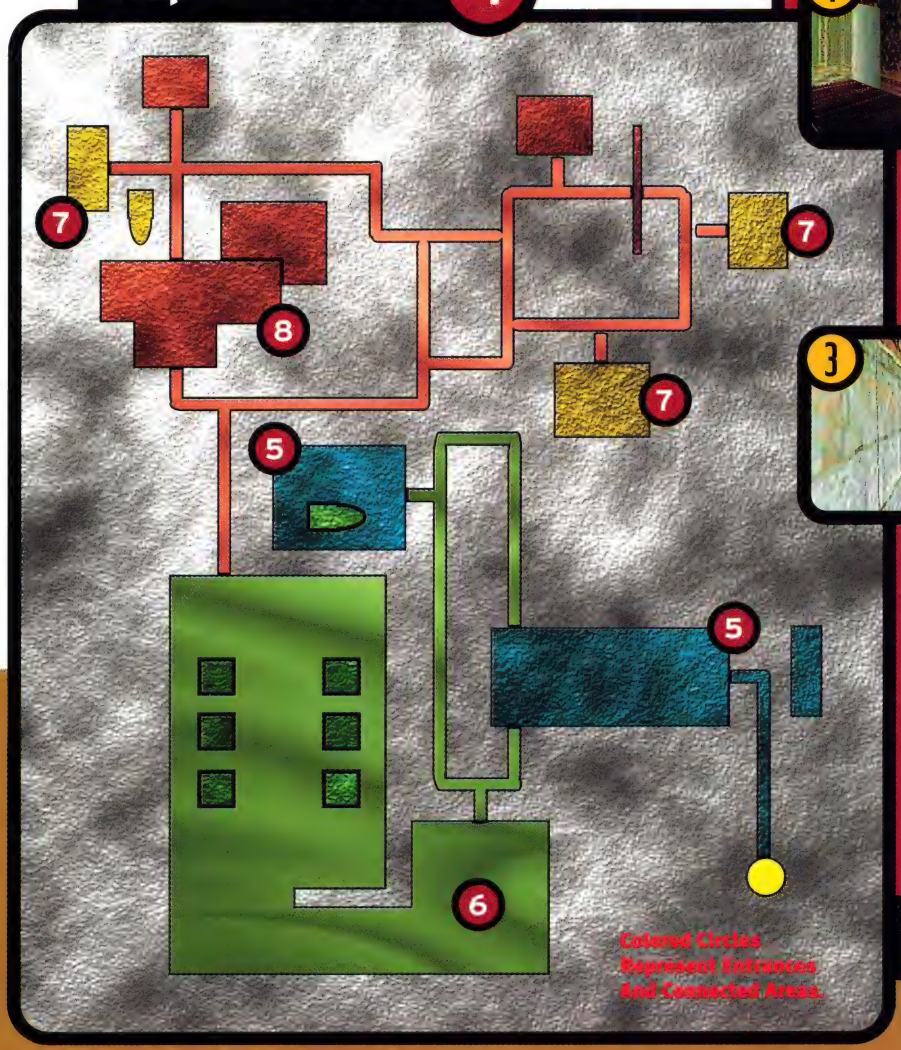
Ultimate Goal

There are tons of lever, switch and lock puzzles that have to be solved in this mission stage, but Lara's adventure will end here in Venice if she is not able to solve the puzzle behind the clock chimes. To help her achieve this goal, you must have your wits about you as well as your razor-sharpened tomb-raiding skills that got you past the gauntlet area from the level before. This level also marks the debut of the speedboat, one of two vehicles Lara must master (and we do mean master) to successfully complete the stage. Above all else, remember to save often!

Three Stage Secrets 2

1. After opening the main gate to the passage beyond, hop into the boat and light a flare to find the area to the immediate right which holds the first secret.
2. Just after the waterfall, search the pool floor below to discover the second secret.
3. Walk over to this ledge, jump and pull yourself up to grab the final dragon statuette.

Map of Venice 4



1. Boathouse Key: Guarded by a suit-wearing enemy on the balcony near the start of the level.
2. Weapon-Pistols: Acquired from an enemy near the docks after releasing the boat.
3. Steel Key: Released from a guard on the top floor of the main building above the Gondolas.
4. Iron Key: Submerged in an underwater room with climbable walls.

Checklist 3

5 The Speedboat

At the start of this level, be sure to take out the enemy on the balcony above you for the Boathouse Key.

❶ Before entering the room by the docks, dive first into the

water and swim under the Boathouse doors. Find the switch in there that opens up a hall passage.

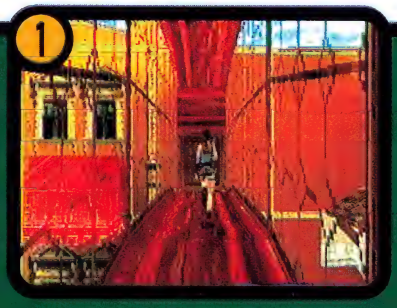
❷ Now backtrack to the house and make your way up it by flipping the various switches that open up the floor above you.

❸ After blowing through the windows, cross the hallway and jump to the canopy to the balcony ahead to acquire the Boathouse Key.

❶ Follow the passage to the suspended bridge over the river; move the switch at the end of it.

❷ Go back to the room previously and shoot out its windows to expose a path to the door you just opened up. Perform a running jump to the canopy (be ready to hang!) and continue jumping across the following canopies to the room ahead. A lever inside opens the main gate below; it leads to the second part of the stage.

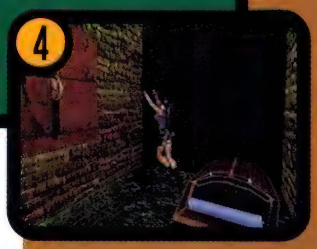
❸ Use the Boathouse Key to release the speedboat, but before entering the passage ahead, stop first to kill the enemy firing at you from the docks and grab his automatic pistols. Now take the boat to the first passage to your right and hop out to grab the first secret. The second



lies deep in the pool of water just after the waterfall.

❹ Park the boat in front of the wooden door after the pillars. Hop out and flip the switch in the room to the left to raise the water level around the boat, and the lever below it to open the main doors.

6 The Boat Lift



7 The Gate System

After opening the doors, drive the boat out and take the first passage to your left. Park it in front of the group of Gondolas and climb up the canopy above you. Shoot the gun-wielding enemy up here to gain the Steel Key. Use the key to open the door behind him and flip the switch in there to raise the first gate.

❶ Return to the boat and crash through the Gondolas ahead.

❷ Bail out of it to send it across the water mines to wipe them out. Now "borrow" the second boat and take it back to the start of Section C. From here, go right and then right again, past the clotheslines, and bust through the remaining Gondolas.

❸ Climb up to the dock on your left and move the switch inside that opens up a door on the other side of the level.

❹ Finally, walk over to the part of the building that crosses over the river, climb up and grab the statue.

8 The Bell Tolls

❶ Take the boat to the area you just opened up and search the submerged floor for the Iron Key.

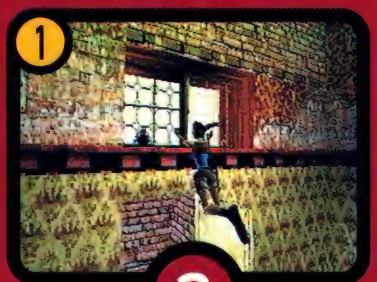
❷ Take the key back to the dock where you picked up the second boat and open it to reveal the second gate switch inside.

❸ Finally, flip the switch in the room behind the ramp to open the level exit. It's a timed switch, so you'll need to race your boat up the ramp and navigate your way through the gates and out the exit before they stop chiming.

1 Bartoli's Hideout

Ultimate Goal

Undoubtedly one of the most impressive-looking levels in the game, Bartoli's Hideout plays host to an impressive number of traps, and armed gunmen to boot! Lara's main objective in here is to locate the Detonator Key hidden in a wooden shack just outside of the main library to demolish a portion of the house, currently blocking the passage to the next level, the Opera House. Although the gun-wielding enemies in here are tougher than ever, try to conserve the ammo associated with your more powerful weapons by killing as many baddies with your normal pistols as possible.

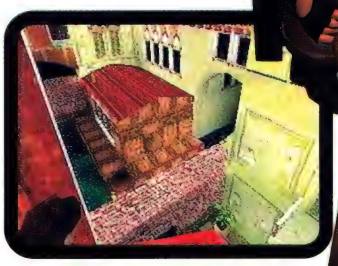


1 Library Key: Behind a painting in the Ballroom.

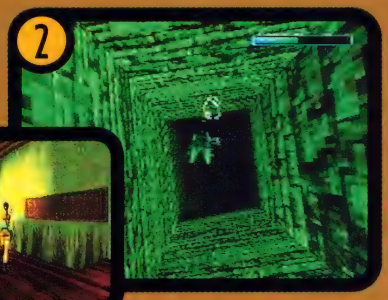
2 Detonator Key: Hidden in a wooden shack outside of the main library.

3 Weapon-Uzis: Found in a pool of water past the roof of the Detonator Key house.

Checklist



Three Stage Secrets 2

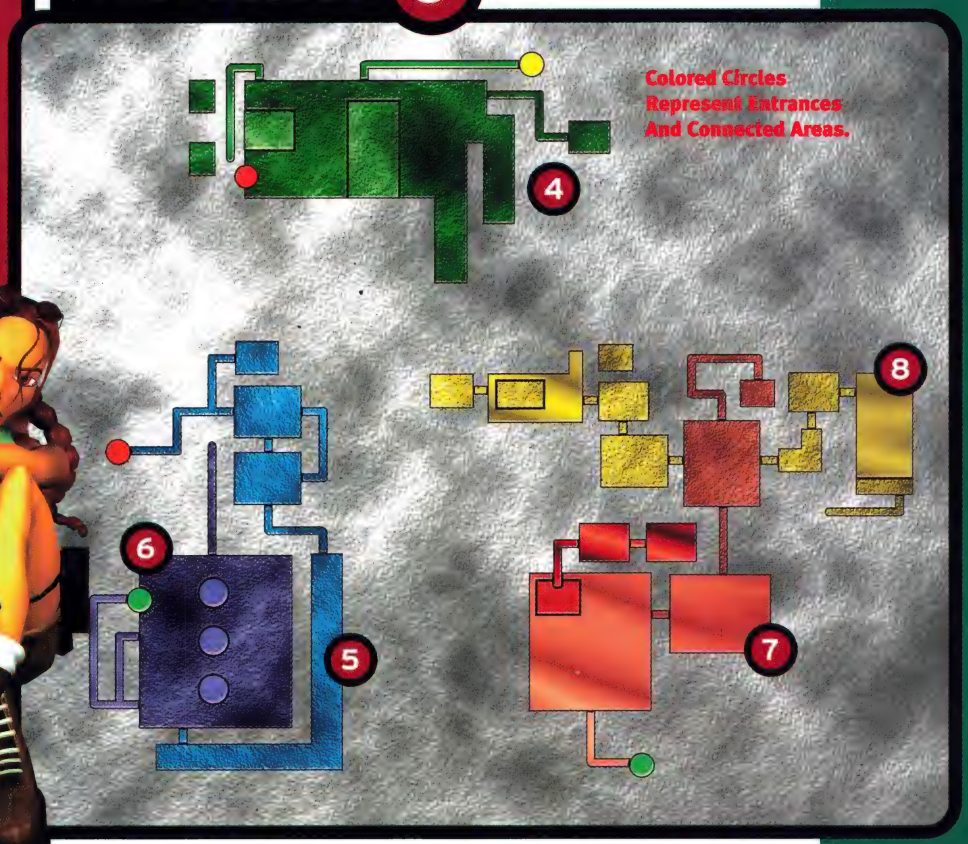


1 Hop down to the room below the canopy from the outside, then make your way up and enter the first ballroom on your left. In the left corner of the room lies a carefully hidden switch. This opens up a doorway that leads out to a ledge from the previous room.

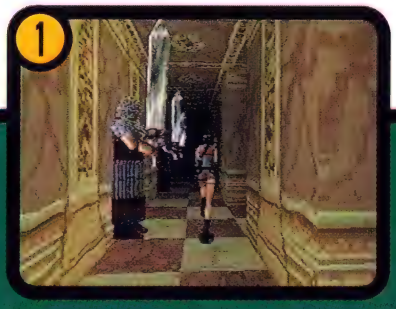
2 Light plenty of flares to explore the underwater basement near the library for this next secret.

3 Before destroying the side of the house with the Detonator Key, search the upper floor first to acquire this secret.

The Hideout 3



4 The Entrance



Get off on the pier on your left. Go up the stairs, and follow the hallway. This will bring you to a switch that opens the all-important main doors.

1 Once inside, blast through the windows and enter the room on your left, and grab the health and ammo at the end. Now carefully make your way past the dangerous knights in the hallway you passed up before. Move the lever past them to open a passage to the next floor.

2 You'll need to double jump to get up to the balcony in the room and push the crate in front of you to gain access to the exit. Now jump to the platform ahead and climb up the wall to get to the balcony waiting outside.

3 Jump to the canopy on your left and make your way down the alley to the open door below.

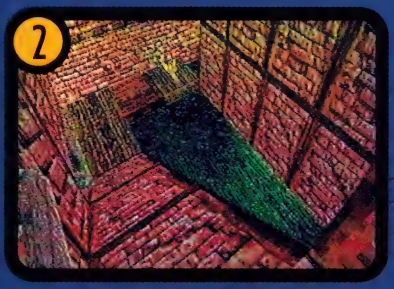
8 The Detonator

1 Make your way up to the top-floor window by scaling the bookcases just like you did before, and blow it out.

2 Your main goal is to jump on the white brick fence to your left, but first you must perform a series of jumps to get down safely.

3 To get the Uzis, follow the brick wall as far as you can, turn toward the building and do a running jump onto the roof of the building ahead of you. The Uzis are hidden in a room just past the rooftop, on the far side of the surrounding area. Grab the Detonator Key from inside the building and go back to the garden area you haven't yet explored. 4 Before detonating the explosive, search the top floor of the house on the far end of the pool for the final secret. 5 Now blow that sucker to kingdom come, and exit through the ruins that are left behind.

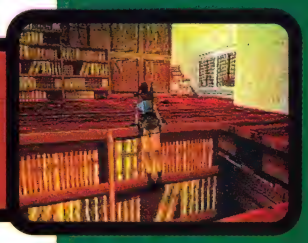
5 Hall Traps



1 Search the room with the chandelier for a hidden switch that opens access to the first secret outside around the corner. Blast out of the room and enter the next by the same method, being wary of nearby enemies. Now push in the center brick of the fireplace. 2 Jump into the water to avoid the swinging blades on the side of the ramp. The moat slab is a pressure plate that turns off the fires for a few seconds. Go across it and quickly make your way to the other end.

7 The Library

The library door is found in the far-right cavern of the submerged portion of the house. Once inside, move the switch above a bookcase at the far end of the building. Now make your way back through the door you've just opened.



6 The Ballroom

1 Climb the first chandelier to flip the wall switch on the left side of the room.

2 Make your way to the second chandelier by jumping over from the first. Move the second switch, this time on the opposite side of the ballroom, to reveal the location of the Library Key.

3 Climb the third chandelier to the top of the room. Use the rafters to shimmy across so you can jump to the platform right next to the last switch in the room, which reverses the chandeliers' positions. Now go back down and use the chandeliers again to grab the Library Key.

1 Opera House

Ultimate Goal

Although it's only the fourth level in the game, the Opera House possesses some of the most challenging puzzles Lara will ever have to solve. Most of the trouble begins when you first enter the theater, where there isn't much direction for her to follow. To get past this stage you'll need to find the items needed to get this building operating again. One of them is the elevator relay, needed to access the depths of the establishment. The other is the main circuit board she must retrieve to activate the backdrop of the main stage and clear the way for the confrontation with Bartoli himself.

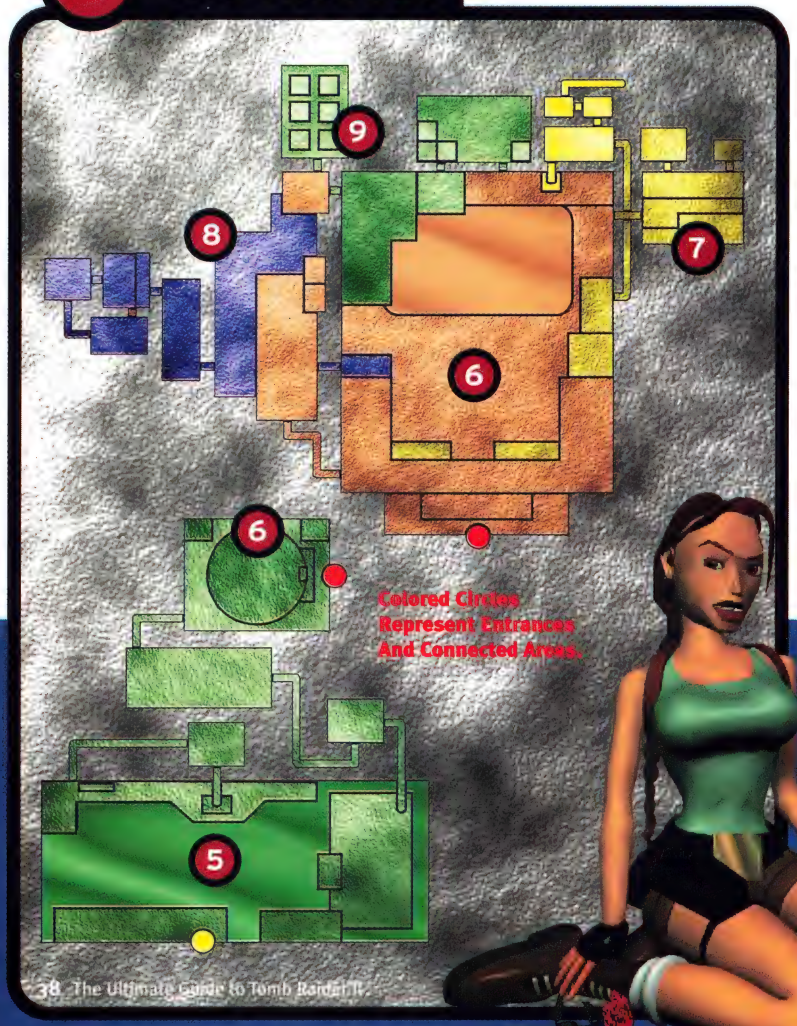
1 Once you opened the trap door in the main stage, light a flare to find the first passage to your left and follow it to a room that leads directly to the first dragon secret.

2 After inserting the relay to reactivate the elevator, send it down without you first and climb up the ladder to your right for this secret.

3 Backflip your way through the air ducts and jump to the highest ledge to discover this statue.

Three Stage Secrets 2

4 The Hideout



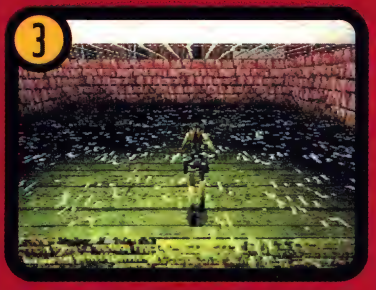
The Checklist 3

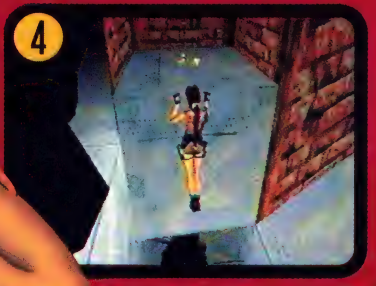
1 Ornate Key A: In the room with the openable roof, across the ledge from the start.

1 Relay Circuit: Hidden under the main stage in a room submerged under water.

2 Circuit Board: Just below the elevator shaft, in a separate room to the left of the stage.

3 Ornate Key A: In the air ducts.





The Rooftops 5

1 Climb up the ladder from the left side of the pool below and get off at the first ledge. Turn around and jump up to the ledge above you and flip the switch to open the roof. Jump back to the ledge where you first started the level and jump into the hole in the roof across from there. Get the Ornate Key and climb the ladder again. Jump across the platforms to the rooftops on your right.

2 Jump backward from the rooftops and hang to catch the window. Walk slowly inside to avoid taking damage from the shards on the floor.

3 Now use the Ornate Key to open up access to the roof of the Opera House.

6 The Entrance

Make a series of running jumps across the collapsible tiles (it would be a good idea to save here). Go down the hallway to your right and make your way swarms of enemies. Run and jump onto the ledge with the deadly box swinging above it. Flip the switch in this area to open access to the Opera House. Go into the newly opened area and flip the left switch to open the gate on the left. Go through this opening and hurry onto the ledge on the left to avoid the rocks rolling your way. Hop back down and look for a switch to close the gate. Jump onto the hanging chain ladder below the gate the climb up to the open room to the left.

Circuit Board 8

First grab the second secret that's above the elevator shaft and then take it down to the room below where you'll find the computer circuit board that's needed to operate the stage backdrop. But before you can do that, you must make your way up to the dressing room and navigate through the ventilation shafts to grasp the Ornate key and the level's final secret. To exit the dressing room, you must stack two crates on top of each other to climb out. The Ornate door is located on the second floor to the top of the main room and on the side of the room that you came in from. Use the key to get through and press the button on the wall one more time to move the steel gate back to the open position so you can climb up and replace the circuit board. Now move back out to the main stage.

Elevator Relay 7

1 Enter the Opera House and be wary of sandbag traps (you can trigger them safely by running by them.) Flip the switch in the room to the left of the stage to open up the room to the right of the stage.

2 Enter the room on the right and trigger the sandbag trap. Hop up to the second level of the room and watch for the spikes. Jump across and grab onto the lowest point of the ledge. Shimmy up and to the left, and you'll find a switch—flip it to lower the drawbridge. Hop over to the drawbridge and ascend to the top of the room by using the planks and a wall crevice. Next, time your way past the swinging sandbags and hit the switch to open a trap door.

3 Slide down the ramp backward and jump at the last possible second to successfully navigate through the door into the pool of water below.

You'll need to find the relay here which is located near the ladder leading back up, but first you must find the switch 4 to open the door at the top of them which is located in the tunnel to the left of the main one from which you started. Grab the level's first secret while you're there.

5 Finally, replace the relay back into the elevator control board to activate it, which is located on the top floor, to the left of where you started.

The Grand Finale 9

1 After replacing the circuit board to the main stage, make your way to the room that's now accessible behind it and move the crate in there back to reveal the room's switch.

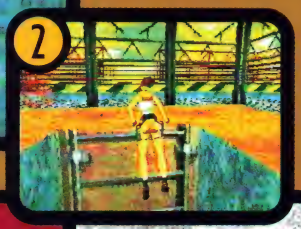
2 Next, climb up the pile to the walkway above and carefully jump across the room with the switch that you moved before. Just past the swing crates lies a heavily armed villain and a couple of dobermans, so be ready for a fight. You'll also have to get rid of one more enemy before the level's end. Finally, climb across the crates to open the level exit.

1 Offshore Rig

Ultimate Goal

To successfully complete this stage, Lara must retrieve all three security pass cards to open their respective locks. Unfortunately, at the beginning of this level Lara loses all the weaponry that she's worked so hard to obtain thus far. Automatic pistols, Uzis, the shotgun, even her normal pistols have been confiscated! And even though her enemies still have their own instruments of destruction, Lara can retrieve her weaponry (well, at least her regular pistols) without taking much, if at all any, damage. To find out how, read on!

2 Three Stage Secrets

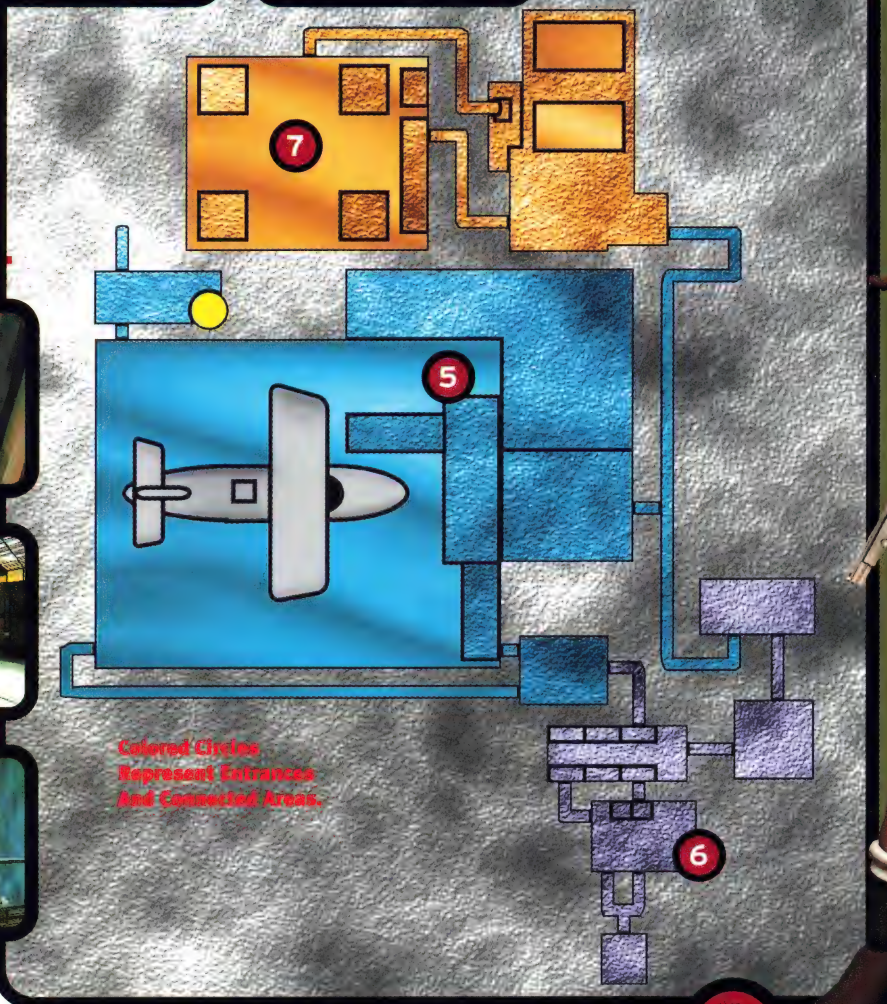


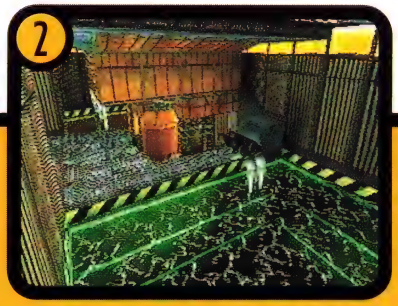
1. Follow the underwater tunnel to the room beyond and move the lever just below the next room's entrance to open up passage to the first level secret, found directly behind the huge industrial fan.
2. After climbing your way up past the huge burner puzzle, follow the hallway ahead and climb up the stairs leading to the rooftops.
3. This next secret lies at the base of the third cement pillar in the water-filled room containing the frogmen.

Checklist 3

1. Yellow Key Card: Acquire it from one of the first two enemies you meet.
2. Red Key Card: Grab it from the enemy in the hall above the burners.
3. Pistols: In a sealed room in the aircraft.
4. Green Key Card: Hidden in a glass case above the water-filled room with accompanying frogmen.
5. Harpoon Gun and Automatic Pistols: On the bunks in the sleeping quarters.

Map of the Offshore Rig 4





❶ Once you've used the red pass card, you'll need to position the crate in the room beyond so that Lara can climb up to the room above. This passage leads to a room that controls the water flow in the area you were just in.

❷ Flip the switch in there to reverse the flow, and go back to the pool room. Cross the pool and press the switch on the right side of the tanks, near the far wall.

❸ This will open up the floor in the control room that will take you to a separate water-filled area where you haven't been yet.

❹ Use the catwalks to navigate the room to reach the green key card. Pilfer dead enemies' bodies, as one will get you the shotgun. If you fall into the water, or are getting the last secret (at the base of a pillar), use a ladder near one of the pillars to get back up. Return to the control room via a passage above a catwalk on the same wall as the ladder. Use the green key card in the control room to open the door to the pool room. Flip the switch to alter the current one more time, and use the passage in the newly filled pool to exit.

7 The Green Key Card

5 The Yellow Key Card

❶ At the start of this level, pull the box on your right back twice, and flip the switch in the passage behind it to open the door. It's a timed door, so be quick.

❷ Instead of facing the armed enemies head-on, dive into the water and look to the left of the fan for a lever. This will open a grate to the right of the fan. Go around the barrels to avoid getting sucked in. After following the passage and going up for air, go back down and find the lever that opens up the first secret. Go back up and retrace your steps back to the plane.

❸ Jump the gap in front of the plane, then drop down a level. Next, hit the switch on the wall to open the airplane's cargo hatch. Go inside the hatch and hit the switch to turn off the plane's engines.

❹ Go back through the grate (this is a good time to pick up the first secret) and go to the switch that opened the plane's cargo hatch. Use the nearby platform for a running jump to climb up the engines. Walk to the grey hatch on top of the plane—you'll fall through to the cargo area that holds your pistols.

❺ Take out the enemies at the area where you started; retrieve the yellow pass from one of their bodies. Insert the key card in the wall upstairs to open the door.

6 The Red Key Card

❶ Push the switch ahead to shut off the annoying alarm. The path to the left requires a red key so take the right passage. Go to the sleeping quarters and pick up the harpoon gun and automatic pistols that have been left behind (top bunks.)

❷ A switch near the first top bunk on the left opens a ceiling hatch at the far end of the room. A normal jump from an adjacent top bunk will let you climb up, but hurry before the hatch shuts.

❸ Slide down the upcoming ramp backward, then hang on the edge when it ends. Use the ladder to get down safely.

❹ Line up the pair of crates in front of the fires and use them for a running jump onto the ladder.

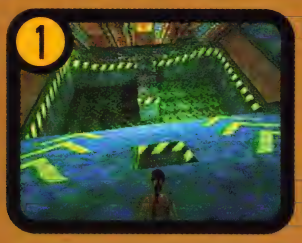
❺ Climb up and kill the enemy in the hallway, making sure to pick up the red key card. Reach the second secret via the ladder in the hallway. Follow the hallway and drop into the water. Now head for the left passage you avoided before.

1 Diving Area

Ultimate Goal

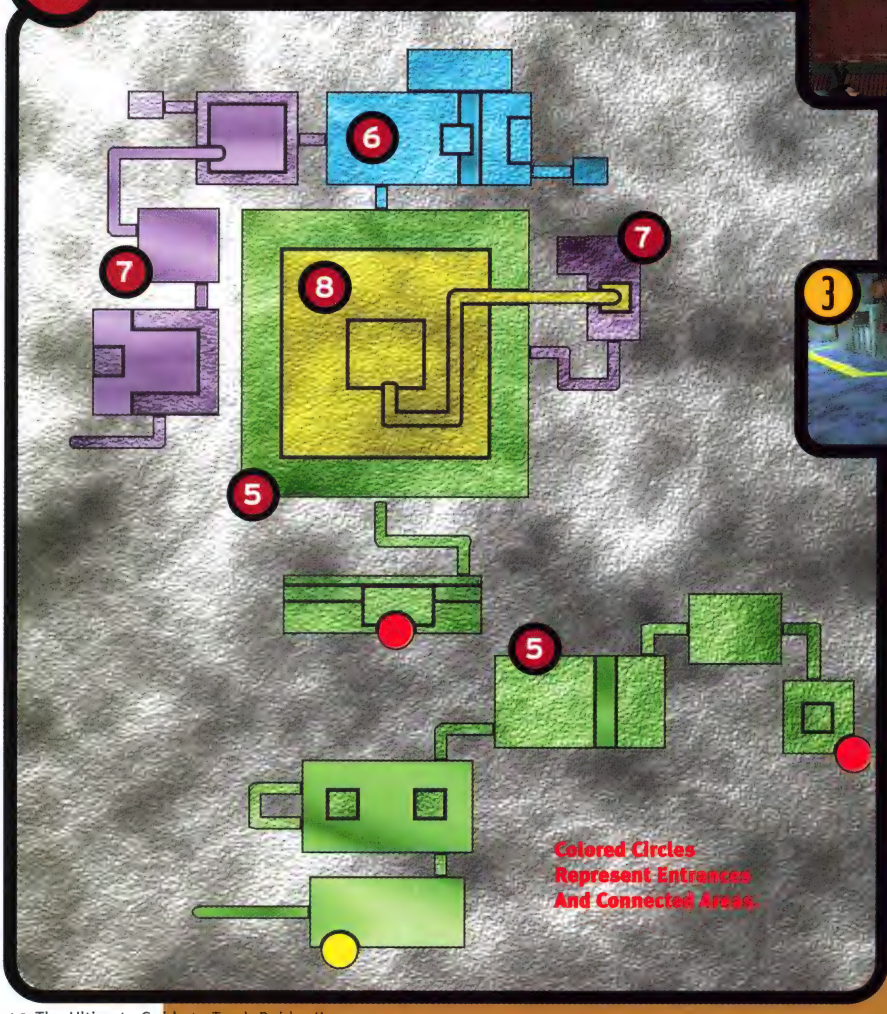
Lara's main objective in the Diving Area is to solve the necessary puzzles ahead in order to head off Bartoli before he has a chance to escape from the oil rig. Now that Lara has gotten most of her original armament of weapons back, her struggle is far from over, as many enemies in this stage now pack flame throwers! Contact with them means instant death, unless you're lucky enough to be near the area of a pool of water. Fortunately, there is hope. Hidden in this level is one of the most powerful weapons Lara will ever fire, the M16. Just remember that old adage, with great power comes great responsibility, meaning use it sparingly.

Three Stage Secrets 2



1. The first level secret is accessible by sliding backward down the center of this ramp.
2. Walk in front of the orange canister on the right (on the wall that has two) to open up an adjacent room that unlocks the grate containing the secret in the water below.
3. Stay near the edges of the final room as you wind your way down the stairs to avoid triggering the cinema with the monk (thus ending the level). Go through the door at the bottom to pick up the final dragon statue in the stage.

4 Map Of The Diving Area



1. Blue Key Card: Below the long catwalk, you drop down into a separate alcove.
2. Machine Chip A: Just past the two burner traps in the computer room.
3. Machine Chip B: Grab from enemy in the central multidoored room.
4. Red Key Card: Acquired from the stationary power saw in the industrial room.

Checklist 3

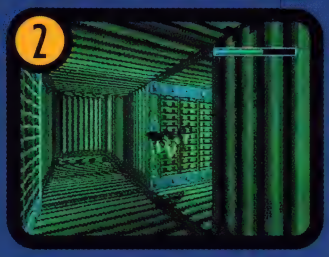
5 The Blue Key Card

In the diving area, execute a running jump across the pool below and move the switch above to deactivate the fan. Grab the grenades past it and

move the lever in the water to open up a door out of the room.

1. Carefully time your jumps past the moving industrial cranes and make your way to the sloped room.
2. Before jumping across the dangerous acid pool below, you might want to do a backward slide into the room on the middle of the ramp and pick up this stage's first secret.
3. Next, climb your way up the enormous ladder and drop down into the hole in the center of the room above. You'll want to drop so that you'll be sliding backward down the next ramp onto the catwalks so you can hang and drop onto them safely.
4. Finally, execute another running jump to grab the blue key card.

Industrial Areas 6



Once you have the blue key card, use it to get into the room beyond that's composed of four main doors.

1. Being wary of the flame thrower-firing enemy—the first door you want to enter is the second one you'll come across located on the opposite side of the room. Push the block on the left side to reveal a computer panel.
2. Next, dive into the pool to your right and navigate through the underwater tunnels to find the lever. It opens up a door in the main area that you just came from.
3. Take this new passage until you reach a hallway filled with two fire traps.
4. Ideally, you'll want to flip the switch on the right first and grab the M-16 in the pit. Hurry out and wait for the flames to reset. Next, quickly pull the right switch then the left. Run down the hall and pick up the machine chip. Get out quickly—there is little time before the flames reignite. Use this lovely chip in the room where you found the computer terminal.

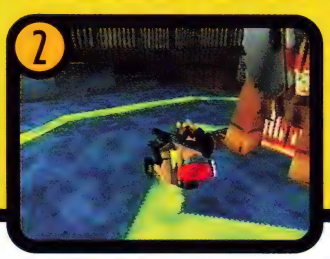
The Machine Chips 7

1. Follow the path beyond the door you just opened and take out the flame thrower enemy.
2. Walk in front of the orange canister on the right (the wall has two of them) to open a hidden door and the switch that opens up the second level secret. Now dive into the pool and swim your way into the next area, picking up the secret along the way. Surface up through the next room and flip the lever to open access to the control room outside of the computer terminal.
3. From the control room, hit the switch to lower the crane and use it to climb across the pool to the switch beyond.

Defense Room 8

Believe it or not, you have to go back to the room with the two flame traps. This time drop through the floor in the middle of the room which leads to the center of the Defense Room.

1. **Grab the machine chip from the baddie down there and run back to the room with the operating saw.**
2. **Use the card to deactivate it and pick up the red key card.**
3. **Next, use the card on the door in the center of the Defense Room and make your way through the tunnels until you find the final secret hidden in a room past the monk.**



1 40 Fathoms

Ultimate Goal

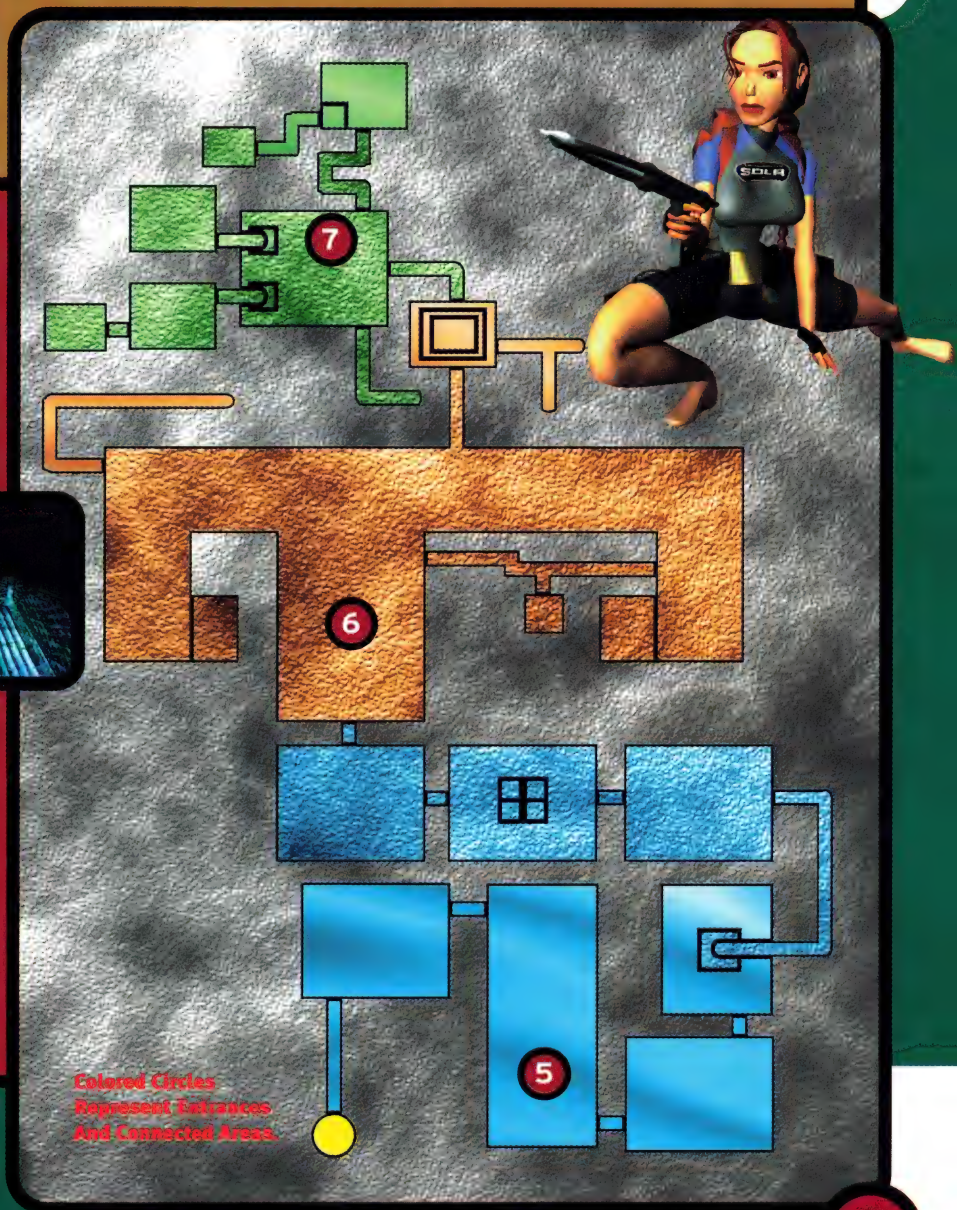
Lara's first and certainly most important objective at the start of this stage is to find some air! She begins this stage with a limited air supply and if you can't navigate her successfully to the depths of the Maria Doria, it'll be one short level. Although you've got a handy-dandy harpoon gun with you, save it for the frogmen and try to dodge all aquatic life in here (sharks, barracudas, eels, etc.) as best you can or else you'll just end up wasting too much ammo and time—not to mention breath—in the end.

2 Three Stage Secrets

1. Stay near the walls in this room to acquire the stone dragon.
2. Flip the switch at the beginning of the burner puzzle to open up access to the second secret.
3. The last statue lies at the bottom of the water tower puzzle (in section 6, just after the flame traps).

1. Sharks: Right at the beginning of this level Lara will come face to face with a hungry great white, but a quick dodge to the left or right is all you'll need to avoid his jaws of death. Don't relax for too long gasping for air inside the ship, for he'll follow you all the way until you find the level that releases the trapdoor in the floor and cross through it.
2. Barracuda: Not as dangerous as sharks, but are much harder to spot at a glance. In fact, many times you'll never even know they're around until you spot health being depleted from your meter. Save your super gun ammo for tougher creatures and dispose of these guys with your normal pistols from a shoreline if possible.

Sea Life 3



Map of the Fathoms 4

5 The Sunken Wreckage

1 At the start of this mission, turn 180 degrees and follow the crates and assorted wreckage of the ship until you reach the side that's still uncovered. Near its upper-left corner lies the entrance, just past the ship's anchor.

2 Grab a quick breath of air because the sharks shouldn't be far behind you. Next, head through the opening in the side of the room. Swim through the ship's passages until you reach a lever on the bottom corner of a room. This opens a passage under the submerged floor. Enter it. You will surface in a room of floating crates. Swim into the room behind the biggest pile of crates. Find your way to the surface. Here, you will find a lever at the end of a path. This will drain the previous crate room. This allows you to scale the crates to get to the room high above.

3 Once in the room, acquire the level's first secret by avoiding the slightly darker tiles in the middle of the floor. Once you have the idol, run across the corner of the tiles to trigger the trap door to open without falling through it. Now shoot the enemies below from a relatively safe distance before you enter the opened doors.

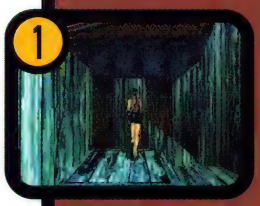
6 The Flame Traps

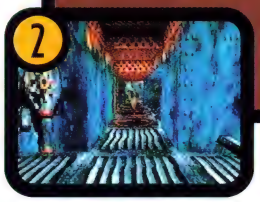
1 Use the crates to jump your way up to the Flame Trap room.

2 To solve this puzzle, climb the ladder to flip the switch that's hidden just above the dark corridor. This will open up access to another switch that shuts off the first set of flames. Once that switch is moved, run and jump like crazy to the flames themselves and move the switch to open up the second door. This shuts off the second set of flames. Remember: Timing here is critical since these are timed switches. One missed jump or wrong turn can be disastrous. Run to the switch that you just opened, move it and run back to the lever that controls the first set of flames. Once that's done, make a mad dash past the flame traps and exit the room. (Note: With two big medi packs you can run through the fire, and use them to keep you alive until you get to the water on the other side of the door.)

3 Finally, you'll need to move a couple of levers in the next water-filled chamber before you're out of danger. The one at the top will open a passage at the bottom. The one at the bottom finally opens the end passage at the top. You'll need to go back for air in between lever pulls.

4 Also, don't forget to pick up the level's second secret while you are there.





7 Mountains Of Mud

1 In the bottom-most room, pull the box from the corner so that you can enter the small room just out of reach. Inside is a switch that will open up access to the previous room's ceiling by dumping all the debris from the room above. Climb your way up to the two ladders at the top of the large pile of mud.

2 Go to the ladder on the right. Put your back against the ladder, and jump forward to climb through the hole in the ceiling. Scale the next mudpile (best done from the left side) and pull the lever inside the room at the top. This will open a door. Go back to the two ladders.

3 Now, put your back against the wall of the left ladder, and use the same process. Climb up this mudpile, enter the room with the switch, and pull it to fill the pit room with water.

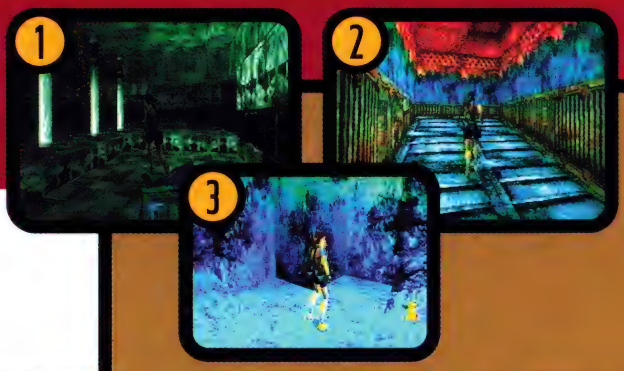
4 Next, you must climb your way up the entrance on the far-left side of the room opposite the moveable crate. At the end of the hall is a huge pool you helped fill with the flip of that last switch. Go ahead and dive right in, but beware of a frogman lurking in a submerged hallway just below you. Although you might be tempted to fight him there, try instead to lure him to the surface so you can nail him with some serious firepower from the platform above.

5 Finally, climb up the enemy-infested room and prepare for a massive shootout with the cronies above that guard the passage to this stage's exit.

1 Wreck of the Maria Doria

Ultimate Goal

The main objectives in this stage require you to find and retrieve the three missing circuit breakers to gain passage to the upper-level living quarters of the ship. Once all circuit breakers have been collected, Lara can then use them in succession to deactivate the burner puzzle and gain access to the cabins beyond. Just another day in the life of a world-famous adventurer, eh?



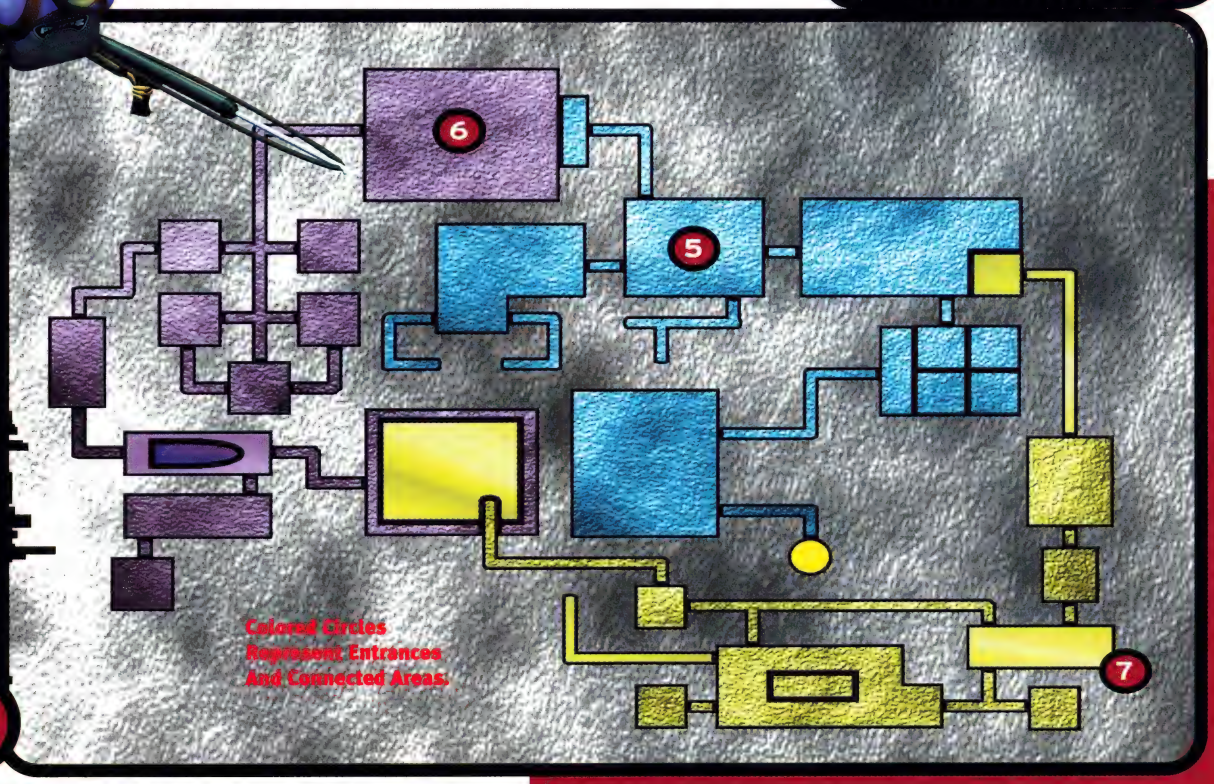
Three Stage Secrets 2

1. In a room near the two rooms revealed by the rearrangement of three boxes, climb up into the ceiling that appears to have been "barricaded" off by the overturned furniture.
2. Climb up into the area from where the barrels rolled down at you from the right side of this hallway. Just watch out for the final one!
3. Swim straight instead of turning right to acquire the Cabin Key and climb up into the small cavern ahead.

Checklist 3

1. Rest Room Key: Hidden in a room surrounded by glass shards below and behind the grand ballroom.
2. Circuit Breaker 1: On the left balcony in the ballroom.
3. Circuit Breaker 2: Hidden in a corner of the room with the glass floor.
4. Rusty Key: Under a steel crate in the room behind the hallway.
5. Third Circuit Breaker: In a room behind the restroom.

Map of the Fathoms 4



5 The Restroom Key

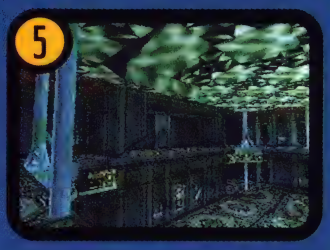
❶ Make sure to grab the health pack and drop down to the collapsible floor. Ahead in a darkened corner of the room barricaded with overturned furniture is a passage in the ceiling that leads to the first secret.

❷ Next, move the crates in front of you out of the way (you can stack them in the far-left hallway if you like) to expose two new rooms—the restroom and the ballroom.

❸ Go through the opening in the corner of the ballroom. Drop down to the room inside the pit's wall to get the restroom key. Open the restroom door with that key and hit the switch to gain access to glass door.

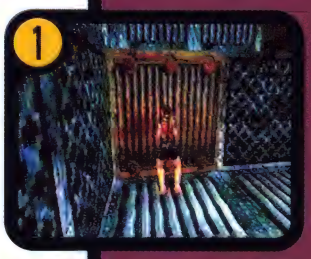
❹ Go in the newly opened room

and hit the switch in there to open up a previously hidden room in the ballroom.



❺ Go back and hit the switch closest to the glass door before heading back to the ballroom, so you'll be able to acquire the third circuit breaker later on. A ledge to the right of the opened painting in the ballroom is the only climbable way up to the balcony in the same room. Now claim the first circuit breaker on a ledge in the ballroom.

The Circuit Breakers 6

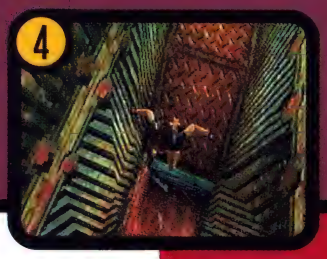


❶ Only two of the five doors that make up the main hallway are accessible when you arrive there. Open the door on the right and move the different-colored crate under the switch in the next room. Flip it and use the same crate to climb up to the door exit. This passage leads around to a room with another moveable crate. Pick up the Rusty Key that the crate leaves behind and move the lever on the wall nearby to return to the hall.

❷ Now use the key to enter the door on the far-left side of the hallway and position the crates inside so that you can push the final one in to reveal a hidden passage on the other side.

❸ Run across the collapsible floor tiles in a circular pattern to avoid being steamrolled by the debris from the right side and climb up the room to the right to claim the level's second secret idol.

❹ Move the lever in front of the boat to open the door above you and move the lever at the end of the passage, being wary of the trap door along the way. The switch here opens up a hidden passageway to the second circuit breaker. Flip the switch in this room to drain the water from the room with the boat and follow the hallway to drop down into the room beyond the restroom that wasn't accessible from the inside. Pick up the final circuit breaker there and head back to the area from where you first dropped down.



7 The Cabin Area

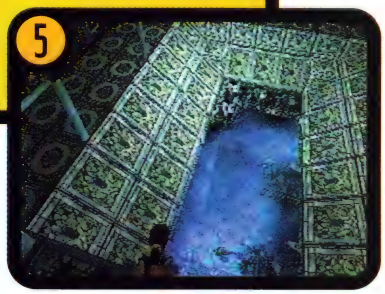
❶ Follow the pool of water up to the room above and insert the three circuit breakers you've found so you can move the box back, climb up it and flip the switch on the ledge.

❷ Make your way across the upper part of the room until you come to the captain's cabin.

❸ After a series of switches, find the exit outside. Avoid the sharks and other aquatic life to find the Cabin Key itself. Also down there is a passage leading up to a hidden area and the final secret of the level.

❹ Open the cabin with your new key and hit the lever in there so you can move the box in the room outside of it to access the next switch. That switch you just activated opened up a door in the cabin, so back you go.

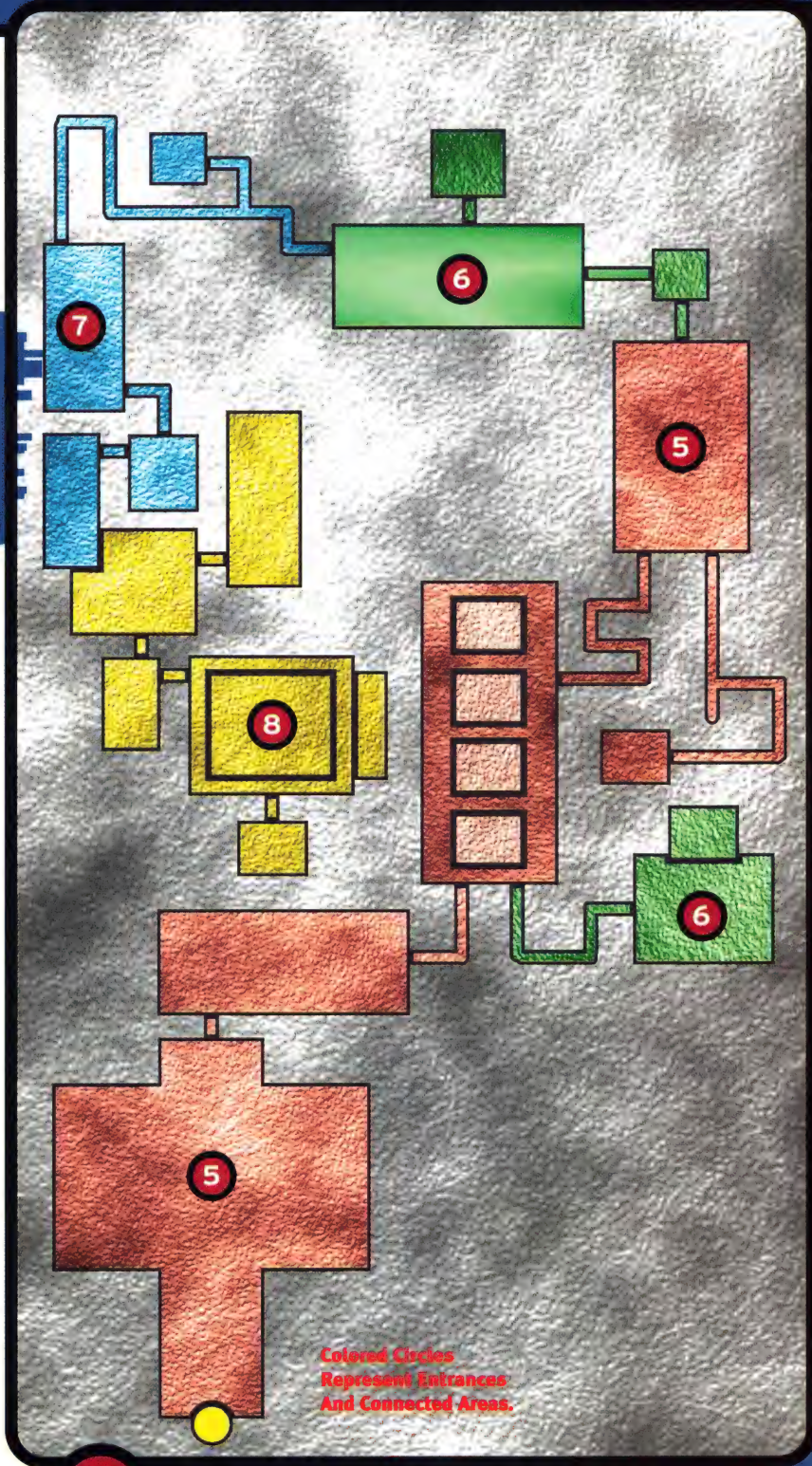
❺ Finally, you'll need to dive into the water through the shattered glass floor and look for barrels near one of the cavern walls. Behind them is a hidden area that leads to the level's exit.



1 Living Quarters

Ultimate Goal

This level will start Lara in the bowels of the machine room of the Maria Doria and make her travel all the way up to the ship's theater, which holds the secret to this stage's exit. Fortunately, for all of this distance she has to cover, there's only one item that she has to find, and searching for it won't hinder your progress until the very end of the level.



4 Map of the Living Quarters

Three Stage Secrets

2

1 The first level secret lies on a ledge to the right of the last piston. Simply jump onto the ledge to grab the item.

2 At the end of the main hallway step to the edge of the drop into the pit of glass. Press the roll command to safely soar over the glass and obtain the second dragon idol.

3 Right around the corner from the second secret is a submerged collapsible floor that breaks away to reveal a water passage to the last level statue. Only a pair of barracudas stand in the way of you retrieving it.

3 Checklist

1 Theater Key: Before hopping over the railing by the hallway and onto the checkered floor below, pull the crate just a little farther ahead around the corner. This will open up access to the main theater stage. Now drop down on to the checkered tile floor and take out the enemy waiting for your arrival. Follow this path down to the pit to the left and drop down into it. Near the far-left corner of it is a moveable crate. Pull it back to reveal the key and double back to the area.

5 The Engine Room

1 The lever outside the hull opens up the passage to the inside.

2 Shimmy past the flames below to flip the switch at the far end in the next room.

3 The next switch that you'll come across alters the position of the engine pistons so you can climb across them. Before jumping to the other side, stop first and pick up the first secret item laying on a ledge near the right side of the room. Move the boxes in the room ahead so that you'll be able to drop down to the room below and move the switch there again that alters the position of the pistons.

4 This time, climb your way back across them and execute a running jump followed by a hand grab to pull yourself up to the lever on the right side of the screen. Flipping this switch will fill the room with water that you had to previously shimmy across to avoid the fire traps.

5 Next, move the lever in the room, now submerged under water, to open the door ahead of you and exit. There will be a frogman out there waiting for you; arm your harpoon gun in advance and get set for a fight.

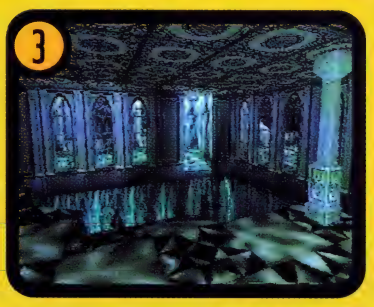
1 The second secret can be obtained by simply standing at the edge of the pit and performing a roll. Lara will safely fall into the pit to claim her prize.

2 The final secret lies in an underwater cavern below the ship. Access to it is easy, but first you're going to have to deal with a couple of pesky barracudas guarding it.

3 At the end of the hall you must double jump your way up the far-right side of the slanted floor and make your way out of there through the doorway on the right side of the corridor. Pull the crate back on the right portion of the hall as far as it will go.

The Slanted Floor 7

8 The Maria Theater



1 Before hopping over the balcony to the left, run past it first and pull the crate back as far as you can, then drop down onto the checkered floor and search the empty pool at the far-left area of the room. Behind the wooden crate lies the Theater Key. Now it's time to double back and use the key to gain access to the theater.

2 The switch to the right of the stage in a separate room will move the curtains far enough back for you to enter the back stage area and hit the switch (you might want to light a flare to help find this one) that fills up the pool you were just scavenging through like a rat.

3 Finally, follow the path back out of the theater and return to the checkered floor, over to the now-filled pool and swim your way across it to the level's exit.

1 After dealing with the frogman, you'll need to swim past an extremely hungry eel. If you're patient and stick to the left side of the underwater caverns before moving the switch past him, you should do all right. Climb up through the trap door under the ship that you activated and be prepared for a rather bothersome puzzle.

2 Just past the room you just crawled into and to the left is a room with two switches. Move the switch to the right first and then immediately the one to its left. Now leap your way to the overhang behind you and shimmy your way across to the switch that opens the passage out of the room you were previously in. The switches are timed so you'll have to be quick about it, but it's always a good idea to save your game first before attempting any death-defying stunt.

3 Finally, make your escape out of the main room by using the upper ventilation system as your bridge to the doorway at the far end of the room, moving a crate or two to clear the way.

Into The Pool 6

1 The Deck

Ultimate Goal

Lara must find the Seraph Key in this level, a vital clue in uncovering the dagger of Xian. This stage, like the Opera House level before, can be a little intimidating at first, because you're literally thrown into the middle of the level with no point to start from, much less any real direction. Worse yet are the flame-throwing enemies that seem to come out of the woodwork. To gather up the eccentric key, Lara must travel through all decks of the ship, including its stern, not to mention the numerous caverns connecting all the various parts of the once mighty ship together. Aiding her in this unbelievable new quest however, is the grenade launcher, to at least help even the odds a little.

1 Stern Key: At the beginning of the stage, make a quick left and dive through the window and into the pool of water below. Climb out of the water by scaling the ledge on the left side. Make your way around the wall ledge until you find the key.

2 Cabin Key: On top of a crate on the yellow life raft in the middle of the lake. Follow the path from the ledge near the raft until you're able to drop down into it.

3 Storage Key: Located on the top of the ship itself, near the rear portion of it.

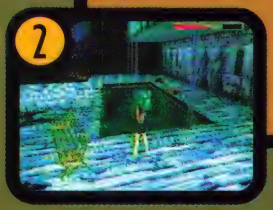
Checklist 2

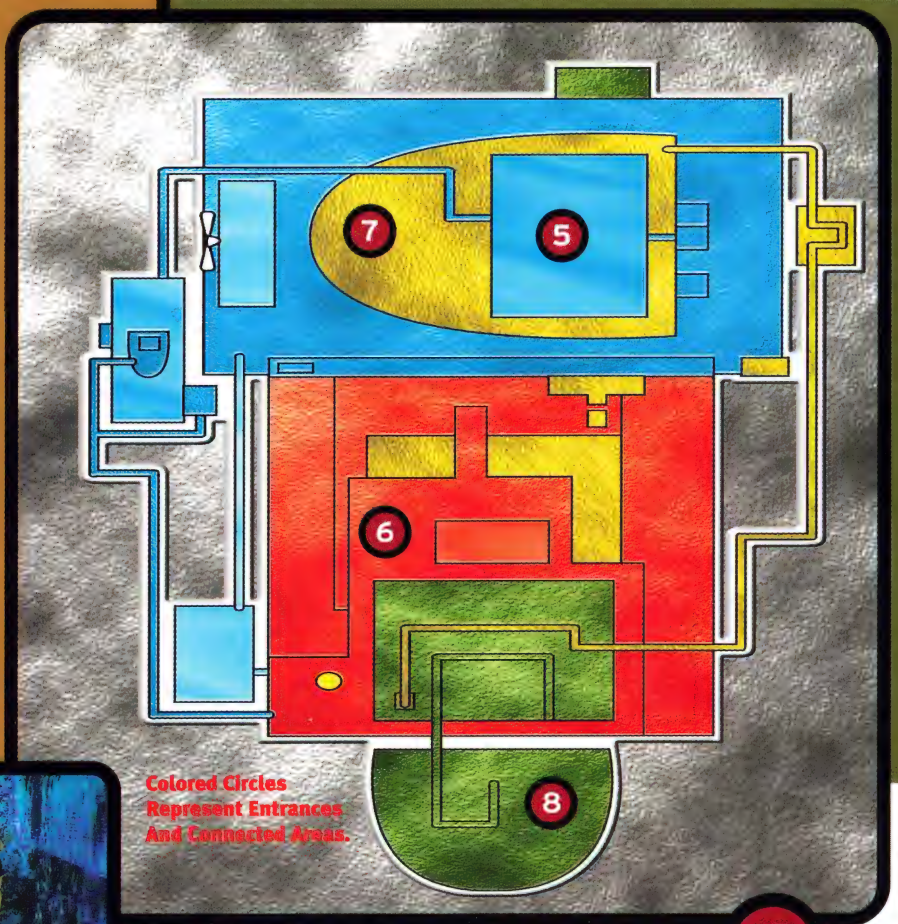
3 Three Stage Secrets

1 The first level secret is buried underwater just past the path taken to get to the raft. Look for some out-of-place seawater and the dragon will be yours in no time at all.

2 The second level secret is hidden behind a secret door in the deck's forgotten pool. As you dive in it, the door will open, but unfortunately you'll also find that there's a frogman guarding it as well.

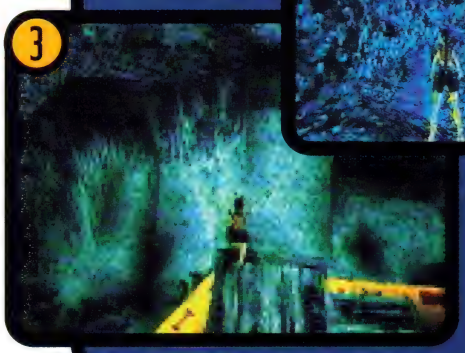
3 The deck's final dragon secret is hidden in a cavern to the right of the platform from which you jumped onto the top of the stern.





Map of the Deck 4

5 The Stern Key



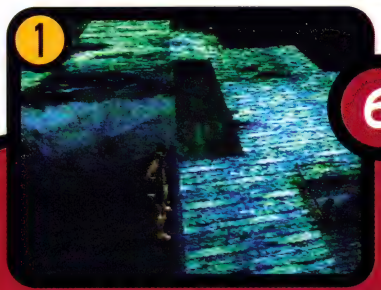
At the start of the level, go left, and dive through the windows on the right. Climb on the wall ledge and follow it around for the Stern Key. Now, dive into the water, and you will see an underwater passage. Navigate this, and it will take you to a large room with crates and enemies.

1 When you find a group of blue crates, move them to reveal the Stern Door, which is behind the middle ones. Now pull the submerged lever inside to open the trap door outside. The trap door, located near where you first emerged with the stern key, leads to a switch that drains the stern of its water.

2 Make your way back to the Stern Door again and pull out a crate imbedded in a red wall to enter the path that leads to a pond with a life raft in the middle of it. Search for the secret past it (it's underwater) and take the path beyond and to the left. Follow it all the way to the top.

3 Be sure to replenish Lara's health completely and drop down the hole to pick up the Cabin Key below. Now make your way to the ship's deck by following the cavern path to the left you originally passed up to acquire the Cabin Key (also see the checklist for more info).

6 The Deck



1 Return to the sandy passage, enter the above-noted well-lit alcove. Here, you'll need to do a lot of climbing to reach the top. At the end, you'll enter a small ascending passage to reach the The Deck. Sweep it clean of bad guys, then drop to the next lower deck level (the one with the swimming pool). Don't play nice with the henchmen you encounter. When the action is over, you can seize this mission's next secret. Check out that off-color section in the far-right corner of the pool. The secret is hidden in a small tunnel just behind that door.

2 Unfortunately, this trophy is protected by a harpoon gun-toting frogman. Now, from the right area of The Deck's second story, jump to the first tower, then leap and grab to the second. Atop this second tower, leap to the top of the large copper-tiled structure.

7 The Caverns

After you've landed on the huge copper structure, run to the far side, following the seam where the flat portion of the rooftop and the downward slope join. Turn around and hop off the side, with the grab button held down. Release the roof and get ready to latch onto a long crack in the wall. Shimmy left to where you can stand then leap across to the tunnel beyond. Follow the tunnel to its end and jump onto the rooftops beyond. Run across the rooftops then turn left and jump to another one. There's a hatch on the floor—fall down it. Run along the interior path of the ship.

8 The Storage/Seraph Key

1 Pull the crate embedded in the wall forward to reveal the switch inside. Pulling it will open up a nearby door. Exit this room (make a mental note of the closed door along the way) and go right, then take another to get to it. Enter here, and use the Cabin Key on the next door inside. Press the switch on the far-left corner. It will open the aforementioned closed door. Go there, and at the top take a left into the passage. Next, take a right and go up the stairs. Follow this pathway until you find a large hole in ground. Drop down it to get the Storage Key needed to open up access to the end of the stage and the Seraph Key. To get there jump

back down the decks to the previous copper structure (to get to secret 3, don't drop down quite yet and read the caption below). Then drop to the ground. Go to the stone building embedded in the wall. Use the Storage Key to enter, and pick up the Seraph Key. This will end the level.

To get the final secret in the level, stop on the cliff just before the copper platform and perform a running jump/hang to the area just to its right. Shimmy your way across to the opening and grab the secret. Finally, hop your way down and open up the storage room on the opposite side of the stern to exit the level.

1 Tibetan Foothills

Ultimate Goal

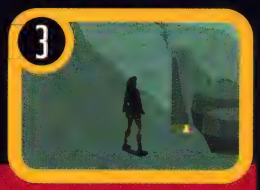
In the Tibetan Foothills mission, Lara will get a chance to ride the second new vehicle of the game, the snowmobile. Here, she needs to find the Drawbridge and Hut Keys to help her continue on her way. Your opposition has their own transportation too, only they're able to spend most of the stage with a set of machine guns mounted on either side of their snowmobiles. In this stage try to use the snowmobile to your advantage as much as possible by running down enemies you'd normally waste precious ammo on.

2 Three Stage Secrets

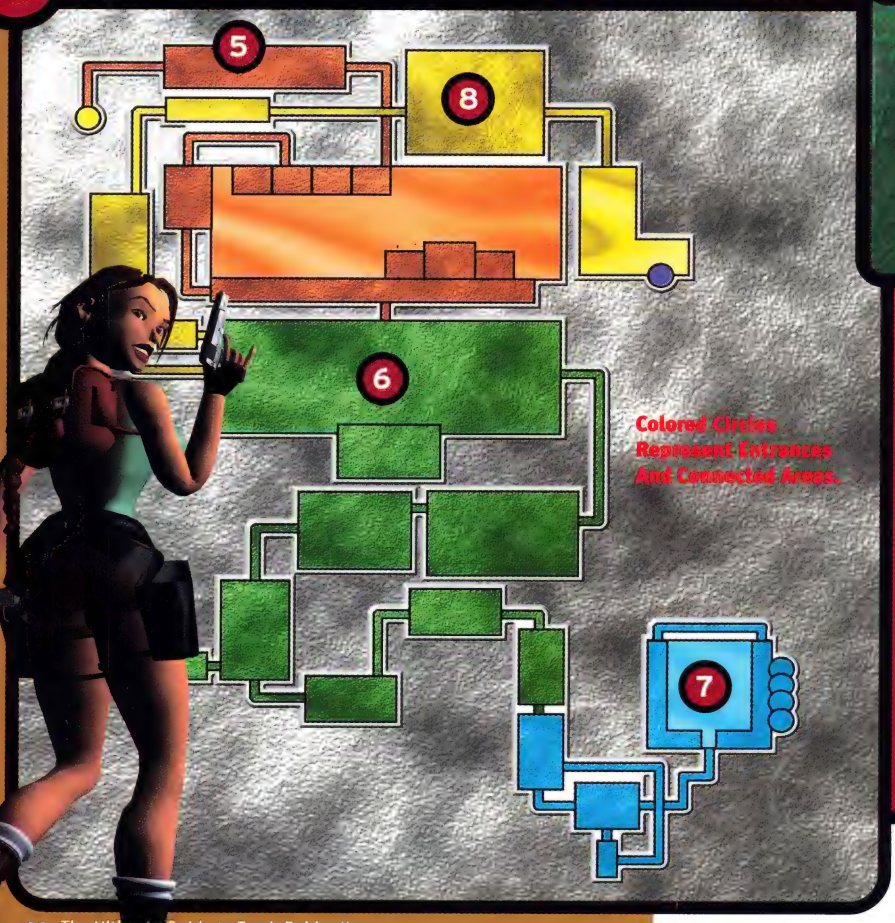
1 Just before you run to hop on the snowmobile in front of the wooden hut, instead head right first toward the black gate in the side of the mountain. The dragon idol is yours for the taking.

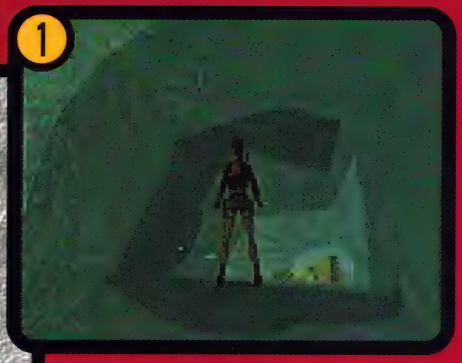
2 Just after leaping across the huge ramp (it's the jump where the camera perspective zooms out momentarily), park the snowmobile and jump and hang to climb up to the ledge on the left and grab the last secret.

3 Just after you cross the pit by banking off the walls with your snowmobile, park your own and climb down. When you land you'll need to jump immediately to the left to avoid the oncoming avalanche caused by your arrival, then pick up the secret.



4 Map of the Tibetan Foothills





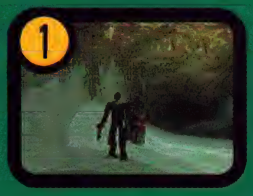
1 Drawbridge Key: Hidden in an underground cavern just below the avalanche area.

2 Hut Key: Located in the remains of the ice broken up by the avalanche caused by your snowmobile.

Checklist 3

6 The Snowmobile

Run to the black prison-looking bars on the right. You'll find the first secret statuette in front of the grating, waiting for pickup.



1. Turn the snowmobile around and rampage down the tunnel to the left of where you originally came from. Run through the bad guy who appears (fun!), and continue to the open-air ramp arena. Once there, blast up the ramp, aiming for the right edge of the ramp and the wide, flat area beyond. Hit the Action button for an extra burst of speed as you roar up the ramp. Hit the brakes hard when you land and crash-steer into the wall to keep from slipping off the platform. After you've planted the snowmobile on the platform, point it down the long, ramped runway and dismount. Dash down the rampway and enter the tunnel beyond through a passageway on the left.

2. Check out the huge, rectangular ice block, actually two blocks in one, at the end of the tunnel. Shove them both back into the tunnel you came from, then return to the snowmobile.

3. Drive the snowmobile across the following series of jumps until you see the room with a huge pit in the center and a ladder on the right wall made of ice. Climb up it and move the lever to continue. Approach the top edge of the chasm to trigger the first set of snowballs.

4. Right after the large ramp jump, look for the ice ladder going down the chasm. Jump over the ice ladder wall to the angled ground. Hit your grab button as you slide. Drop down to the lower edge of the cave below you and pull up. At the back of the cave you'll find the Drawbridge Key. Now follow the path back up to your snowmobile and move the lever under the wooden door. This will open it so that you can climb up the wall of ice in the chasm you jumped over with your snowmobile before.

5 The Cliff

1. Blast the eagle and your way to the other end of the bowl. Turn right and jump through the gap in the rocks. Leap over the first set of snow boulders, press ahead, then duck into the convenient alcove on the left wall to wait out a second avalanche. Now navigate through the tunnels ahead and do a running jump off of the highest platform to break through the wall of ice.

2. Since you can't simply leap across the crevasse, you'll have to turn around and slide backward down off the ledge, grabbing to stop the fall. Release to slide down, again holding the grab button. Grab the next ledge below to stop and again drop down and enter the caverns ahead.

3. Make your way through the cavern on your left, and jump/grab to the wall of ice in there to avoid killing yourself from the fall below. Now climb up the wall and pause at the top so the stalactites above won't fall on you. When you come to the ledge overlooking the main area of water you had originally dropped down from, turn right and climb the ledges beyond until you hit the Y-intersection. Slide down the tunnel to the left and don't sit still so the stalactites in the tunnel ahead won't hit you. When you reach the pool area again ahead, cross it by jumping from ledge to ledge and climb up to the snowy plateau that holds the snowmobile.

8 Hit And Run

1. After successfully sedating the terrorists, go through the gate (to the right of the hut) you just opened, guns still drawn, and snipe the snowmobile-riding baddie from the raised platform in the center of the room. Take his snowmobile for a ride after he's done with it.

2. Stop at the edge of the chasm: You can't jump across! Instead you must back up, and tread across one of the two arched, angled ledges that flank the left side of the chasm. Once across, stop and drop down into the chasm (watch for boulders on the bottom!) for the final mission secret. Jump and climb back up.

3. Mount the mobile and press on. After you dispatch some baddies on similar snowmobiles, look for the imbedded grey block in the wall on the right. Push the block far into the next room. Dive into the pool, surface and walk down the rocky passage to end the level.

7 The Keys

1. Enter the frozen pond area and dismount the sled. The key lock is around the left corner from where you entered. After raising the bridge, make your way to the beginning of the ramp on the other side of the pond and follow the ledge around. Goose the sled to safely kick past the snowball's blast past the crevasse using the left snow ramp, then hook around back into the main area. Search the snowy area to the left of the crater for the Hut Key. Just watch out for the bad guy on the black, machine-gun snowmobile who's on his way.

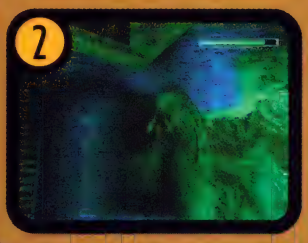
2. Hut Key in pocket, mount your trusty red snowmobile. Drive back to the big jump area (where the camera momentarily zooms out for the perspective shot) and stop on the other side of the jump for the second secret. This large open-air area contains more than a wild snowmobile jump—it also is the current resting place of your little green dragon friend. Jump across to claim it. Beware the pretty kitties that come out to play the moment you grab it. Head back to the hut where you first picked up the snowmobile and take the left passage over the pit until you can't drive it any farther (just before the odd-looking embankment).

3. Now use the Hut Key to gain entrance, yank the switch inside to unlock the gate past the Hut, and get out of the building as fast as you can!

1 Barkhang Monastery

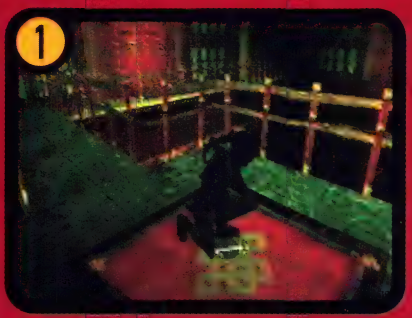
Ultimate Goal

Finally, some people are on your side for a change. Well, sort of. At the beginning of the stage Lara is thrown into a huge battle involving the mercenaries you've fought with all through the game and the monks trying to defend their temple. If you leave the monks alone, they will do the same for you. If you get careless and accidentally shoot or kill one of them, you'll have effectively doubled or tripled your enemy count, not to mention wasting your ammo. Otherwise it's up to you to find all five prayer wheels located throughout the temple and put them back in their proper places.



2 Three Stage Secrets

1. The first stone dragon is pretty easy to acquire, located in a small room in the back of the giant Buddha statue.
2. The next secret is submerged under water in the great pool. Search for a hidden underwater corridor to the right of the main ladder leading back up to the surface and grab this goodie.
3. You'll have to be quick to outrun the rolling disc cutter in the second hallway of the gauntlet just before you acquire the Trap Door Key.



1. Main Hall Key: Located on the top floor of the Buddha room.
2. Strongroom Key: In the room to the right of the Buddha room.
3. Rooftops Key: In the Strongroom.
4. Gemstones: Behind the glass doors beneath the trapdoor floor.
5. Trapdoor Key: On a pedestal at the end of the gauntlet.
6. 5 Prayer Wheels: See guide to the right.

Checklist 3

Map of the Barkhang Monastery 4

5 The First Prayer Wheel

❶ Go to the red wall and climb the ladder. Turn around and jump up to the ledge, and then up to the one across from it. Enter the room and run over the rockpile. Slide to the ledge and shimmy to the left, and get up. Shoot a window and enter the building. Exit the room on the right, then make a left, and yet another left. Find the ladder in this room and climb up. Next, turn right then left. Here, you get the Main Hall Key.

❷ Go back to the T-intersection and turn left to continue along the balcony. Go past the giant boulders to get to the pool. Jump in, but stay on the edges and make your way to the passage along one of the pool walls. Fall down the forthcoming hole.

❸ You'll need precise timing to dash past the moving doors ahead of you. Once past, climb the ladder and run into the open door ahead. Inside is the first Prayer Wheel. After getting the artifact, sideways jumps over the fire is the best way to get out. Return to the room outside and pull out the different colored wooden box blocking further passage. Go up the ladder, then go back to the main floor.

6 The Second Prayer Wheel

Once in the main room (purple/red) use the Main Hall key on the lock in the left wall. Once inside, go right to enter the hall that takes you to a room. Go into the hall on the left, and past the first swinging blade (use sideways jump) to enter the first room on the left. Here you will find the Strongroom Key. Take your newfound key back to the room through which you first entered the temple. Take a left at the T-intersection. This will bring you to the door you need to unlock and enter. Inside is the Rooftops Key. Use this key on the door just beyond the room with the two loud cutting discs. Once above, turn right, and go past the two gold statues. Follow the path to a lever you must flip. Doing so turns off the firepots at the rooftop's entrance. Run there and pass the pots while they are turned off. Take a left past the pots and flip the switch in the room to open the trap doors. Shoot the glass case windows and take the gemstones. Hit the switch and climb the ladder. Once above, ascend the stairs, and take a left. Use one of the gemstones near the dragon likeness to open up access to the second Prayer Wheel. Go to the Starburst and you'll see a brown crate in the wall. Pull it back to gain the Second Prayer Wheel. Now make your way back to the Buddha room.

7 The Third Prayer Wheel

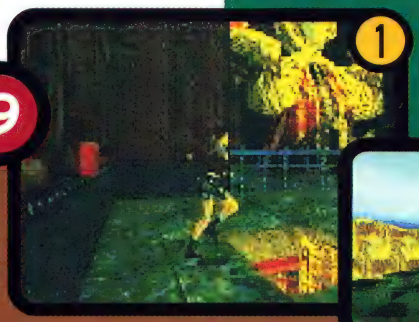
This time, take the far-right corridor leading out of the Buddha room.

❶ Move down the hallway and take the first door on the right. Run past the barrels (there is ammo in this room if you need it), and jump over the trapdoor in the hall. Turn right at the T-intersection. Run down the hall, and take a left. Run quickly up the stairs with your guns drawn, as there will be plenty of baddies. Jump out of the window, land and then pull the switch in the room. It will open the set of tall double doors. Run through the arches opposite the doors and climb up the series of ladders. On the final ledge is a crate with the Third Prayer Wheel. Use the door opened with the switch to find your way to the path you would normally take to return to the Buddha statue, but this time take a right at the main hall and follow it down until you reach the Gauntlet. Patience is the key to getting past the burner and spiked guillotines with minimal damage. After picking up the Trapdoor Key, double back and take a right down the hall with the cutting disc. Outrun the cutting disc by moving side to side to pick up the level's next secret hidden behind a closing set of steel doors.

Find the ladder on the right side of the Buddha room that allows you to climb across him. Perform the tricky jumps to get across to the ledge just past his right palm. Here, put your other gem in a receptacle. Drop down and enter the newly opened trap door. Follow the dark passage—you'll enter a room with a switch near a door. Pull the switch and enter the now-open doorway behind you. Shove the box onto the stream—doing so will cause the pool behind you to drain. Move the crate in the wall to get the Fourth Prayer Wheel. Back to the Buddha room.

8 The Fourth Prayer Wheel

9 The Fifth Prayer Wheel



❶ To obtain the fifth and final Prayer Wheel, again start from the Buddha room and use your handy-dandy Trapdoor Key to open the nearby trapdoor. Drop through and follow the passage until you can pull up through the ceiling. Do so, and then turn right and walk through the narrow doorway. Head to the right until you find a niche in the left wall. Here, you must climb a ladder and then drop off the ledge. Follow the path right and cross the bridge. ❷ Go around the corner and you'll end up in a room with a ledge pathway on the right. Follow this path and jump to the grey rooftop. Simply drop down through the trapdoor and into the room below. Pull the switch to leave the building and head back to the Buddha room. As you approach Buddha, head for the room on the left. Place the wheels in their respective places, and exit the level.

1 Catacombs of the Talion

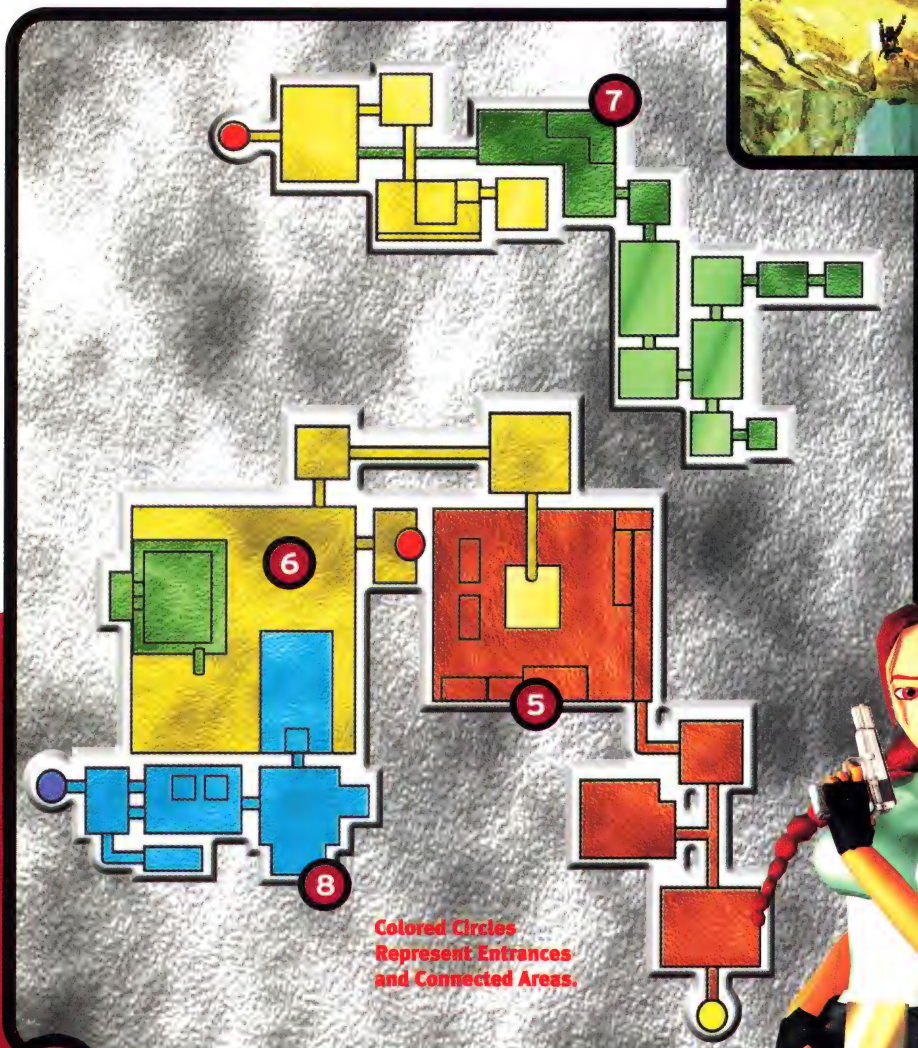
Ultimate Goal

The main objective behind this stage is to find and acquire both Tibetan masks from their respective places of dwelling and use them to gain further passage through the catacombs themselves. Also, the catacombs mark the first experience Lara has with the Yeti. The Yeti themselves are not armed, but if you're unlucky enough for them to get a grasp on you, you'll wish you had stayed home. The good news is that these fabled beasts always emit a grunt or growl whenever they're close or about to attack, so just keep your ears open.

2 Checklist

1 Golden Mask 1: The first mask is locked away in a steel cage on the upper-left ledge in the room containing the pool. To obtain it, jump on the ledge to your left and run up it until the boulders start moving. Jump back to avoid getting steamrolled and back again, sprinting your way across the collapsible floor. Grab hold of the ladder and climb up it until you almost reach the top. Then perform a backflip to the unseen ledge behind you. Move the lever on the ledge to raise the steel cage containing the oh-so-desirable artifact.

2 Golden Mask 2: The other Golden Mask lies submerged under water in a hidden room accessible only by dropping down from the right edge of the ice ledge on the opposite side of the frozen waterfall.



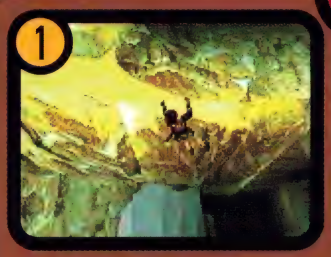
3 Three Stage Secrets

1 Right from the start, jump up to the ledge on the left-hand side of the room with the cliff and shimmy your way over to it. Simply climb up and over to receive your prize.

2 Look for a ladder suspended from above in the area with the multiple ice pools. You'll have to do some pretty fancy jumping to claim the second level secret and avoid certain death. (Yes, it's recommended that you save the game before you attempt to retrieve the item.)

3 In the room opened up by the floor tiles, walk over to the left wall and climb up the darkened section. This will lead you to a ledge behind you that holds the final stone dragon secret for this stage.

5 The First Mask



1 When you enter the first room, make for the ladder in the right wall or pause for this mission's first secret. Run to the crack in the wall, grab it, and shimmy to the right. Go over the ledge for the dragon. Return to the entrance of the room and to continue the mission. When you reach the bottom of the ladder, pull the switch next to the bars, then retake the ladder to the top of the room. Slide down the ramp, leap through the opening in the far wall, watch for stalactites, and battle down the stairs. From the bottom stair, leap to the small square platform that's half covered in fluffy, white snow.

2 From this square ledge, leap to the ramp on your left. Run up and don't stop until the snowballs begin rumbling toward you. The moment you release them, stop and backflip to the ledge above. From the ledge above (the Tibetan Mask cage ledge), angle a leap to the right such that you land on the snowy outcropping above the pool. Hook around to the left and over the unstable floor plates.

3 Climb the ladder you find to (almost) the top; then backflip to the ledge behind. Pull the top of the small ramp to draw up the cage protecting the first Tibetan Mask.

4 Leap to the Mask, then head for the hole in the center of the now-empty pool.

First, place the Mask in the lock you find in the right wall.

1 When you dash into the next area, beware the rolling boulders. Run at them, jumping to the left or right at the last moment, and you'll live to fight the good fight.

2 When the action dies down, head for the lowest square below the hole in the wall opposite the building. Jump to grab, then climb on in. Angle to the left and head toward the icy pond. Hang a right at the pond and blast through the cave opening. Climb the blocks immediately to your left.

3 Drop to the other side of the blocks and enter the water. The second Tibetan Mask beckons at the bottom. Retrace your steps back to the hole in the wall. Head for the left side of the boulder room (after getting through the hole). Here you'll find the place to put the Mask in the wall.

6 The Second Mask

7 The Yowl of the Yeti

1 Run along the path, make a few jumps and you'll come across a bowl. Yank the switch you find next to it, draw your best Yeti-killing device, and let them have it.

Find the box in the right corner of the surrounding ledge, near the switch. Pull/push it under the near set of raised bars. Enter the darkened room behind the bars and pull the switch on the back wall, then exit the Yeti room the same way you entered. Your destination is the now-familiar hole in the wall next to the boulder ramp. Past the hole in the wall, dash down the rope bridge and go through the newly opened door.

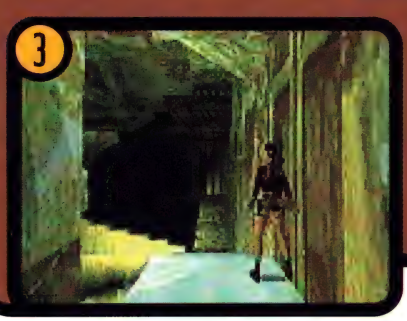
2 Once over the bridges, leap to the ladder on the right, and climb up. Enter the room and look for a hole. You'll drop into the drink. (Here you can find the second secret.) Lastly, look for the second suspended ladder on the other side of the pools to find the lever that opens up the tall, twin doors. Fall down into the water below and enter the newly opened doors. There's another switch here that you must pull to open the large doors in the boulder area. Go there.

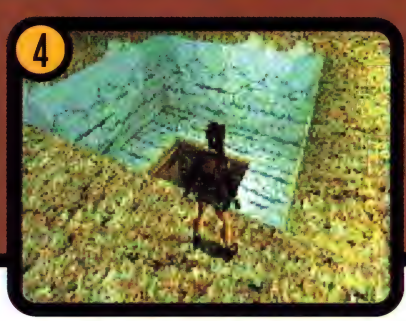
8 Ancient Traps

1 Enter the large area and pause at the doorway. This is it—the end of the mission. You like evading boulders and death spikes, right? Leap to the flat platform above the snarling cats.

2 Note the ice wall on the right. Then trigger the boulders dead ahead first (jump up the ramp, then jump over them as they come at you). Then trigger the boulders up the left ramp and evade them with a sideways jump toward the other ramp. This second set of boulders smashes down the ice wall.

3 As you enter the new area, note the pair of floor plates. The near plate opens a door in the room beyond. The far plate, to the left, opens the door in the wall near it. Of course, things being what they are, each door is timed. (If you want this level's secret, now is a good time.) Ignore the near floor plate and head for the floor plate that opens the first door. Jump through and stop. Turn left and approach the corner, specifically the section of wall that could double for a ladder. To end this mission, run like hell over the first floor plate, then keep up the pressure over the second. Leap through the first doorway, angle right a tad and immediately jump again to clear the spikes and make it past the far door before it closes. Pick up the Talion Key and you're done with this level.

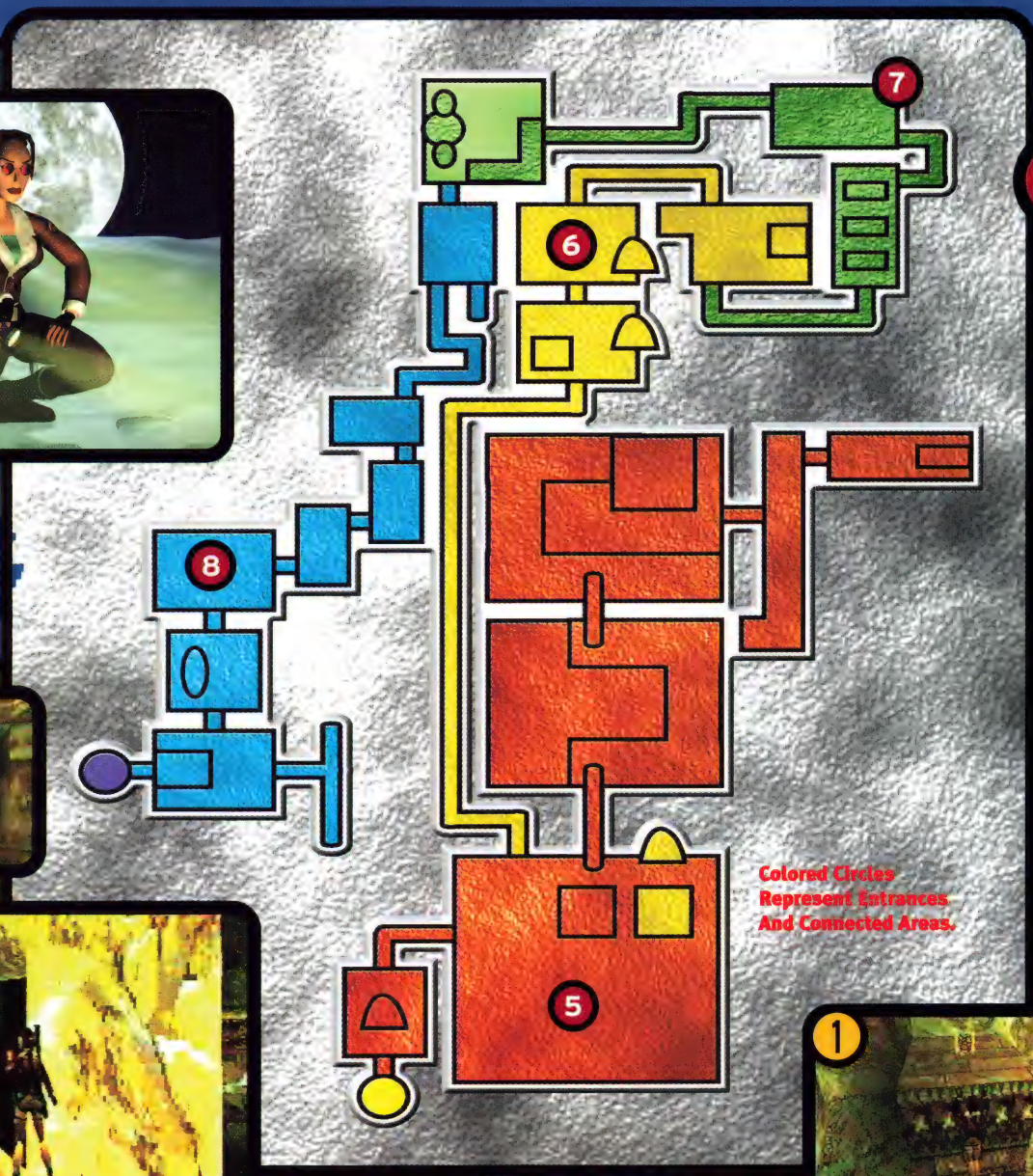




1 Ice Palace

Ultimate Goal

The artifact Lara must recover in the Ice Palace is the Talion itself. However, you'll never even catch a glimpse of it unless you learn to master the "springboard" techniques required to complete the more advanced puzzles in the level. As a general rule, save before attempting any springboard jump.



4 Map of the Living Quarters

1. After releasing the Yeti from their cage, hop across to the ledge behind and pull out a wall-camouflaged block. Pull it back and perform a leap of faith to the dragon ahead.
2. Turn around after acquiring the Tibetan mask and light a flare to find the left alcove leading to the second secret.
3. Climb down the ledge in front of the Ice Palace and move the lever to open up access to the last secret.

2 Three Stage Secrets

3 Checklist

1. Tibetan Mask: Located in a room past the main springboard area guarded by several white tigers.
2. Gong Hammer: At the end of the foot bridge, below the pool of melted ice.
3. The Talion Key: In the center of the Ice Palace near the level's end, guarded by a giant Golem. Grab it and make your way out to higher ground as soon as possible to avoid an ugly fight with the end Boss.

5 The Springboards

1 Shoot the bell and go in—the door's open. Explore the main floor, wary of the off-color floor squares. Those innocent-looking squares are, in reality, springboards. Guns holstered, step onto the double springboard with just a tad of forward momentum. Your goal is to grab (or even land on) the top ledge. Once there, turn around and locate the wall switch. Select your favorite Yeti slaughtering tool, then pull it. Drop off the left ledge to land on the second level and show them what for. When the fun's over, locate the opening in the cage on the second level near where you landed. Go through this opening and locate the off-color square in the wall.

2 Pull the block out of the wall (behind a cage imbedded in a wall) to reveal a very secret, and a fabulously confounding room. That dragon is a lot easier to get than you could imagine. All you have to do is walk. That's right, walk. As in, off the ledge. And walk across the invisible platform.

3 Then head out to the left, and find the switch in the room at the end of the passage. Once you've opened the shutters with the switch, turn around and run back down the path you came from. Next, drop down to the bottom floor and over to the small springboard that's directly to the right of the one you jumped from before.

The Tibetan Mask 6

1 Run right at the springboard, guns drawn, and shoot the bell. The forward momentum should bring you to the slide. Holster your weapons mid-air, and grab any ledges to slow your fall (if necessary). When you ring the bell, the first set of bars beyond the set of double springboards to your left and down the hallway open. Guns holstered, stand such that the double set of bars are to your right shoulder. Step forward onto this springboard. Grab the window/bar coverings high above. When you get there, turn and take some pot shots at the bell until it rings. Drop backward off the ledge to grab it, then release it when ready.

2 Go under the raised set of double bars. Put your back to the double set of bars and gingerly step onto the springboard, ready to grab (or land on) the ledge high above. Once up top, turn around. Jump to the same slide the bell is on (the left), ready to grab. Then shimmy all the way to the end. Gather your wits as this is a tough bell to ring. Make your way to under the now-open bars and climb up the ladder.

Work your way to the large room above by jumping across the numerous pits that will try to hinder your progress. Once you're at the box surrounded by the two iron-barred windows, go through the opening in the wall to the right.

3 Make haste straight down the narrow tunnel, take it around left and grab the Tibetan Mask you find.

1 Now about face, and retrace your steps and search for a ramp on your left that's just past the first turn you make. Follow the narrow passage (you'll need to light a flare for this one) and search for a small passage near the top of the ramp that leads to the left and the next level secret. Next, turn around again and follow the path that branches off to the right to a very narrow cage room. Drop down the hole at the end of the cage, dispatch the Yeti and head for the far rectangular hole in the floor. Face where you entered the area and toss a few flares into the blackness to spot a thundering snowman. Shoot him dead from above, if possible, then pick a safe spot among the clumps of spikes and drop to the floor. Hug the left wall and search for the second rectangular opening. Pull up and you'll find yourself on the red balcony noted in the previous mission. Place the Tibetan Mask in its lock, drop down to the main floor, turn right, and find the square opening in the same wall. Dash across the footbridge, take a left when you get to the end of it. Wiggle into the passage you find. Hop across the ledges en route to the switch in the left wall. Pull it to dump boiling oil onto the frozen pond. Now search the lake below for the Gong Hammer. Make for the underwater opening and exit via the beach. Once on land, take the passage on the right.

2 When you see the boulders, turn left and sprint your way past the avalanche. At the end of the path, turn around and slide down the slope with the grab button held down. Shimmy to the left, pull up, backflip to a flat spot, and drop climb up the ladder of ice. Drop down onto the Gong below. Turn and stand before the wide snowladder of a wall. Climb to the opening up top. Walk through to the next ledge. Turn and slide, grab button pressed down. Drop down and hammer the gong.

7 The Gong Hammer

1 Descend from the gong area and make for the far-left corner. Jump to the ladder and climb down. Turn left and drop off the ledge to the square below. Drop off that square to the ground. Pull the switch and the door in the building next to the Ice Palace is now open. Climb back out and when you're at the top of the ladder, backflip to the niche carved in the snow. Claim the dragon, then loop around to the front of the Ice Palace. Go into the open doorways into the heart of the Ice Palace.

2 The Talion Key rests on the large block. Select your favorite weapon and head for the floor.

3 This Boss possesses no ranged attacks, and is too big to climb. The easiest victory path begins when you call him into action (by setting foot on the ground). Immediately turn tail and climb to a safe position on the Ice Palace while firing away.

The Talion Key 8

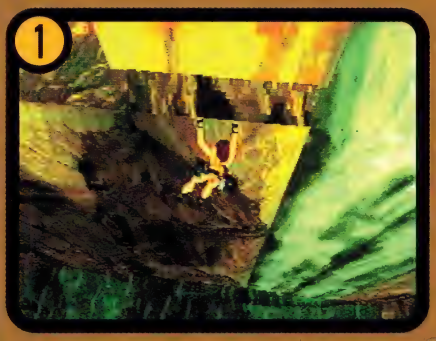
1 Temple of Xian

Ultimate Goal

The Temple of Xian is without a doubt one of the most complex missions in the game in regards to both the level's many death traps and the overall length of it. It goes on forever! Along the way, Lara must collect three different keys to allow herself to progress further in the level.

As with the introduction of the Yeti in the last few missions, in this one Lara has yet another type of beast to deal with. Spiders, and hordes of them the size of grizzly bears! If you've got flares, use 'em because much of this stage is shrouded in darkness.

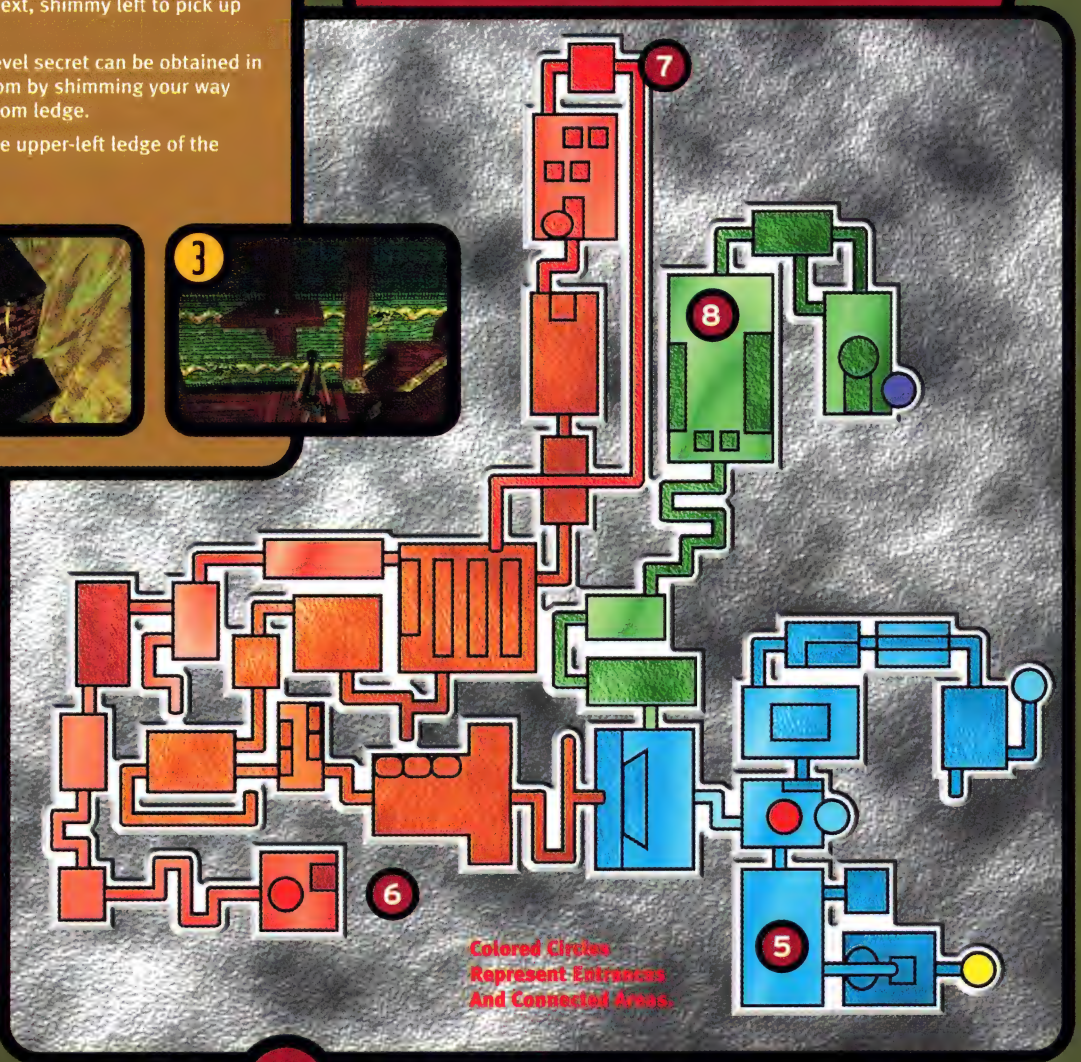
2 Three Stage Secrets



1. At the start of the level as you're sliding down the water-covered ramp, perform her jumping/turn and shoot attack and prepare to grab the edge. Next, shimmy left to pick up the idol.
2. The second level secret can be obtained in the lava floor room by shimming your way down to the bottom ledge.
3. Located on the upper-left ledge of the dragon room.

3 Checklist

1. Dragon Seal: In a room past the swinging spikes.
2. Gold Key: Just past the room with the adjustable water level.
3. Silver Key: In a room beyond the spider domain.
4. Main Chamber Key: Past the spiked wall in the Main Chamber.



4 Map of the Temple of Xian

5 The Temple Entrance

1 In the beginning of the level, run through the passage then walk to the dagger. A trap door will open, and you will fall through. As you are sliding, you'll want to reposition Lara with a timed flip so that she's sliding down the waterfall backward. To pick up this stage's first secret, simply hang from the edge of the waterfall, and shimmy over to the room to the left and claim her prize.

2 Just past the waterfall, in a submerged cavern to the left lies the temple's main entrance. You won't be able to enter, though, until you perform a series of tasks first. (So what else is new?) Instead, you must springboard (far left) your way onto the roof. Follow the ledge around the rooftop and pull the lever. Now swim back to the ledge (across from the temple beach) in front of the waterfall you fell from earlier. Here, you must climb the ladder. Step into the dark passage and into the next room. Here you must turn, drop and grab the ladder on the ledge. Climb down and drop down so that you can hang onto the ledge below. Carefully shimmy your way left on the ledge around this room, pausing long enough to collect the secret near the bottom floor. Next go to the ladder and climb it to the top. You'll find a second ladder you must also ascend. Run down the passage and drop through the open wall onto the ledge below. You'll find a climbable wall to the left. Go to the crack and shimmy right. Jump backward to the ledge behind, then back forward to the top of the platform.

3 Run down the pier and jump. You'll land in a hole in a red wall. At the bottom of the slide, jump. This will put you on a sideways slide, where you must jump again at the bottom to grab the ledge on the right wall. Pull up to the ledge, then slide down the slope. Jump and pull up to the ledge next to the long ramp, turn left and climb up onto the next two ledges. Shimmy to the left, and pull up to the switch.

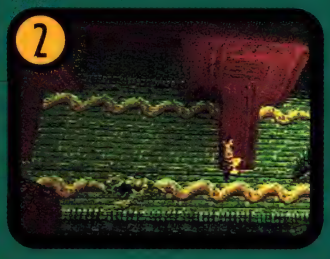
4 At the floor, pull up onto the ledge next to the long ramp, turn left and climb up onto the next two ledges. Shimmy to the left, and pull up to the switch. This will open the temple gates. Leave this area via the corridor to the left of the switch. Jump into the water and swim to the beach. Enter the temple.

8 The Main Chamber

Use your new Silver Key on the temple door. Enter, run down the hall and negotiate the ledges in the room inside to get to the red ledge. Dash past the disc cutter and over the bridge. On the other side is a switch that opens up the last room. Unfortunately, to reach it you have to go through everything again—only this time backward (sounds like great fun). After you clear the second disc cutter, It's time for the springboards. Put your back to the lowest springboard, then press your face against the wall opposite. Backflip onto the springboard and ride it to the top. Keep the grab button held down for the ride, and you'll be done in no time. Past this is the Main Chamber.

1 In the final room, climb up the ladder ahead of you and follow the path along the roof to the switch waiting at the end.

2 Grab the Main Chamber Key from its platform and slide down the dragon statue's tail, and make your way around hopping from ledge to ledge until you reach the final set of ladders in the room and ultimately, the level's exit.



6 The Dragon Seal

1 Follow the hall into a large room and to the stone niche at the end. Climb the ledges to the opening at the top. In the next room, leap a second before the end of each slide. The last jump requires hanging onto the ledge. Do so, then climb the rest of the ledges and make the large jump across. A trap door in front of the lever will open. When you land in the room after the slide, run quickly to the switch, pull it, and dash through the hall behind you. In the room beyond, go to the right path, and turn left and follow that ascending path. Climb the two ladders and drop into the room below. Run forward, then right, and then left. The switch is on a wall in the niche to the right. To the left of the switch is a ladder you must pull up to, but not use. Put your right shoulder against the right wall. Turn around, drop and grab. Release here, and you'll take no damage. Time your way past the rolling blades and get to the passage on the left. Once in the next room, look for the button on the left wall. Use the yellow ledges to get to it. Once pressed, go right so you can run through the opened doors. Pass the swinging bags and hit the button on the right wall, then the left one. Run through.

2 A well-timed running jump/hang will get you away from that pesky boulder situation. Now pull yourself up and claim the Dragon Seal.

7 Acquire The Keys

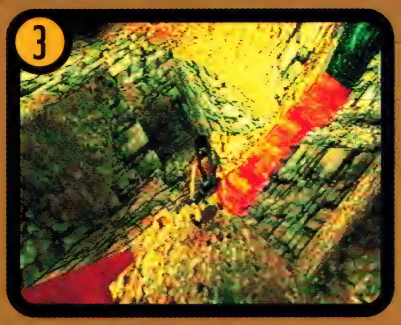
From the Seal platform, climb behind the statue and hit the switch in the back room. Leap to the Dragon's neck. Make the pillar jumps then sideways jump to the springboard—it'll launch you to the pier. Now, line up another jump to the spring and side jump left. When you hit the spring, you'll land on the platform above the lava. Hop back and grab the ledge. Wait for the boulder to drop. Quickly jump up the platforms on the right. When you get to the spring slide, face the slope and jump. The board will send you to the platform left of the slide. Jump to the previous ledge and ascend the red platforms to a passage on the top-left corner. Pull out the box in the room. Flip the switch within and drop into the corridor and run to avoid the ball. Enter the bridge room and fall below to unlock the door. Pass the blade and drop into the water. Pull three switches. The last one opens a door to enter. Go up then enter a pool of water above to hit an underwater switch. Get air then go to the narrow underwater passage, and turn right. Pull the switch and go through the door and hit the next switch. Exit to the hall and go back to get air. A new door has opened. Hit the switch inside and return to get air. Exit the water and dive into the newly opened pool. Take a right to the spiked wall room. Run to the left and pull the switch, turn around, and angle for the far-right corner. Jump into the water. The current will take you to the Gold Key. Follow the passage up to air, and go to the Gold Key lock platform. Use the key. Swim through the submerged door. Pull the pillar level in the next room. Once pulled, turn left, and hang a right around the corner. Exit up through the grate. Pull up to the ledge in the far-right corner. Follow the passage. When you enter the room, run past the pillar. Turn around and jump until you're on a high ledge. Hop onto the long platform. Jump down to the top of the platform below the eggsac. Leap to the next pillar, and jump up to the next passage. At the edge, jump to the pillars to get the Silver Key. Dive into the water, go through the bottom grate, and take a left. Enter the cavern to get to the beach.

1 Floating Islands

Ultimate Goal

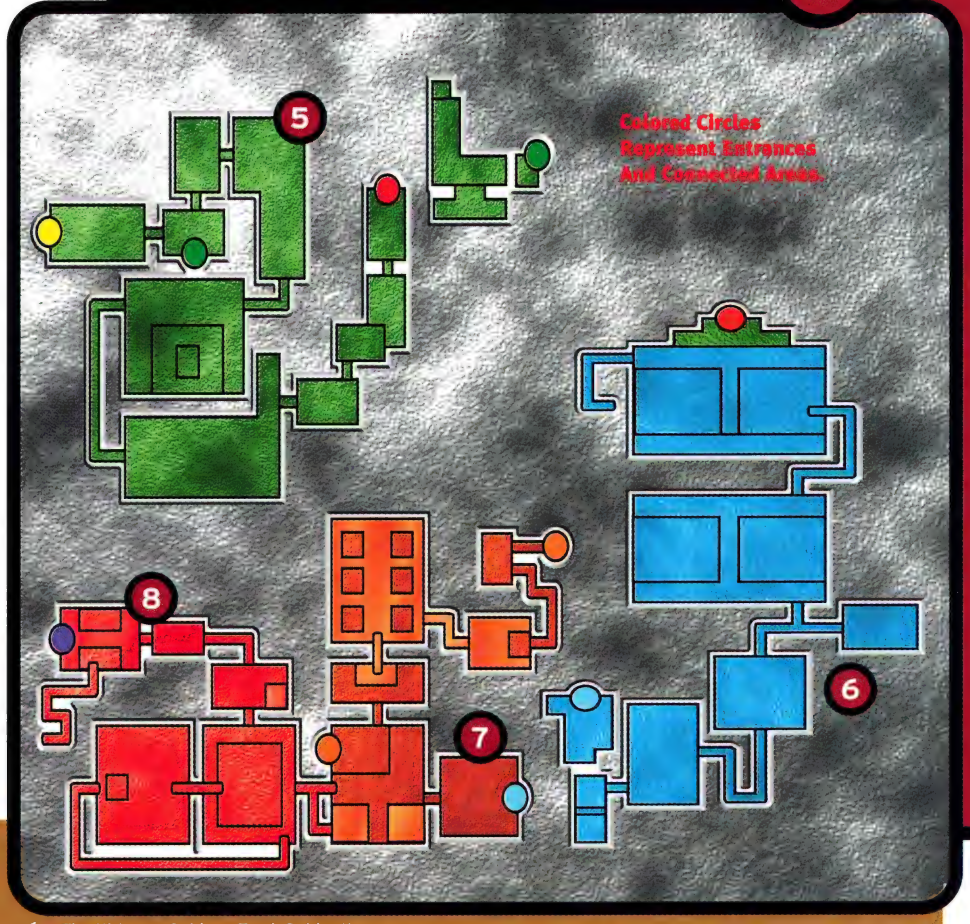
A stage that looks like it would fit better in the latest Mortal Kombat game than in the Tomb Raider series, the Floating Islands level is definitely not of this Earth. Confront the elusive Bartoli and retrieve the dagger of Xian from him. Of course, if you've gotten this far, you know it's not going to be quite that simple to do. To enter the main complex where Bartoli resides, Lara must first find and obtain the two Mystic Plaques hidden throughout the level to open the two main doors and the lava-filled rooms (complete with zip lines) beyond.

2 Three Stage Secrets



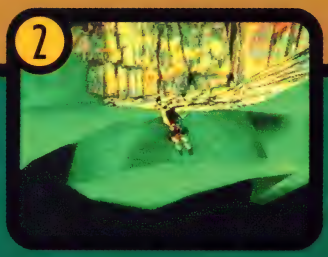
1. You can find the first secret of this stage by jumping up to the platform by the right corner of the building where you gathered the first Mystic Seal.
2. Once you've used both plaques to open the main doors, run right and light a flare or fire off a couple rounds from your pistol to spot the tunnel leading to the second dragon statue.
3. Instead of taking the zip line down to the level's exit, pull the block back next to it and hop down to the left side of the room and follow the path to the outside and the last secret in the game.

Map of the Floating Islands 4



1. Mystic Plaque 1: The first plaque resides in the room above the switch-activated trap door. The switch is found on the first platform on your right at the level's start.
2. Mystic Plaque 2: Located on a separate island just below you at the start of the level. You can drop down and pick right away, but it is easier in the long run to skip past it until you go through and pick up Mystic Plaque 1 first.

Checklist 3



1 From the start, jump to the slanted green island. Execute your jump a few feet before the edge of the slide, then jump again with a last-second grab. Pull up and dash for the switch dead ahead. Pull it to unhinge a trapdoor on the underside of the building that rests on this area's main island (to the right of the switch). Dash down the caged hall, drop down the slide, jump near the bottom to make the next slide. Now climb up into the building and claim the first of two Mystic Plaques. Watch out for more baddies when you exit. When all's quiet, head for the edge of the island opposite where you first stepped on it; jump up to the roof of the building via the rocks to find a secret.

2 At the edge of the island (next to the two lanterns), turn around to face the building (the tree will be to your right), drop down and shimmy your way right and go inside the room. Look for a switch and pull it. A grate drops—go through it. It's easy to see where to go. Just save in between the large jumps. As soon as you reach the stair-stepped island, move a bit to the right. Drop off onto a stone step. Go to the end of the step. 3 Look down and you'll see a floating green island. Run and jump, then execute a running dive down to it. The Mystic Plaque is there for the taking.

Hop back to the main island then work your way back to the floating islands. At the top of the floating islands is a rock entrance. Here you place the plaques and open the door.

5 The Mystic Plaques

You'll find a hidden path that leads to a level secret at the right side of the room just after you pass through the main doors.

Lining yourself up with the bridge below is tough, but worth it.

6 Zip Line Commuting

1 Carefully execute a diagonal jump down to the bridge below and move back in the direction you came from. Pull the switch in the room beyond and double back to a small room to your immediate left and prepare for a little ride. Climb up the wall, follow the green passage. Turn around, drop and grab the ledge. Shimmy left and drop onto the walkway below. Run down the hall and climb on top of the green pillar. This allows you to climb onto the rooftops. Be wary of the occasional boulder or two trying to impede your progress. From the second highest ledge on the floating platform you can execute a running jump/hang to the island ahead that contains another zip line.

2 Follow this one all the way down, past the bridges you've been once before, into one of the most bizarre levels seen thus far.

7 Lava Pits

After disembarking the zip line, go to the end of the green corridor. Jump diagonal right onto a ledge. Approach the green box, pull it back two notches, climb up, and jump to grab the ledge above. Yank the switch that waits for you. Retrace your steps to the edge of the trench and drop in between the two lava pits. Yank the switch you'll find on the platform below, then make your escape to the left when you can jump and grab onto a ledge. Return to the switch above the main floor, then climb up to the ledge overlooking the lava pit and the now-opened trapdoor in the pit.

1 Run, jump and dive (that's right, dive!) through the opening in the lava. Swim to the surface and plow forward to the switch. Pull it and retrace your slog, submerge and swim left when you get to the T-intersection. When you see the surface of the water, go straight up. Watch out for those blades! Turn around, locate the switch in the niche above the water to shut off the blades, then make your way to the ledges above and beyond the blade corridor. Drop into the main room. Turn around and jump for the hall above the zip line. You'll need to pull yourself up to the floor. Run down the hall, hop over the spike trap, and pull the switch. A gate will open. Jump down to the passage at the bottom of the trap, and it will bring you back to the main room. Jump above the zip line to get to the hall above. This leads you to the now-opened gate. Run through. In the cage, pull the lever. Find the switches on the side of the cage and pull them. Find the opened gate in the room and enter it. Follow the spiraling stairs upward to another switch. Pull it and enter the double doors. Go into the room.

1 Turn right and ascend the gold ladder. A little more than halfway up, move right. Then backflip with a grabbing twist. Do it right and you'll find yourself hanging on another golden ladder. Ascend to the large flag-like color bar beneath the ladder. Backflip from here with another twisting grab to snag the next gold ladder. Climb to the top, pull up and start jumping back and forth angling for solid ground. Move the box you find at the far end of the ledge under the zip line. You'll take it down to end the level. But before you go—pause for a moment and decide if you want to acquire the final secret trophy of the game.

2 For the last secret in Tomb Raider II, Instead of moving the box under the zip line, pull it out one more square, then leap down to the flat area on the rocks below (to the left). Go down the flat area and turn right at the end. Step onto the square outcropping, then jump across the lava trench to the deep niche cut out of the rocks (just a shade to the right). Turn around and leap to the flat portion of rock back on the other side of the trench (a shade to the right). Pull up into the opening and follow the passage all the way to the end—the gold dragon is waiting.

8 The Caged Arena

1 The Dragon's Lair

Ultimate Goal

If you've been able to get this far, call yourself the Tomb Raider Master. This is it, the final confrontation between you and that nefarious artifact robber, Bartoli. The only obstructions left are a few crazed, armed henchmen sent after you to buy himself enough time to activate the ancient artifact and complete the transformation into the stuff stories are made of. Unfortunately for Lara, this fabled legend holds true, and she must confront the beast in order to obtain her goal: the dagger of Xian. But first things first, as Lara must fight through waves of enemy attackers in order to find the one holding the Dragon Seal, which also doubles as a nifty key to the dragon's lair.

4 The Dragon

1 When you get close, you call forth the power of the Dragon, in the form of a big, angry, fire-breathing, gold dragon.

2 Sideways jump and don't stop firing. If you get flamed, make a dash for the water holes—that's what they're there for. Good luck.

3 When you drop the dragon, approach the body and follow the swirl of magic stars to the belly of the beast.

4 Quickly pull out the Dagger—that's the only way to kill it for good. The only way. If you don't get the Dagger in time, the beast gets back up and the battle begins anew. Dagger in hand, make for the exit via the doors you open by taking the Dagger. (The exit doors you noted when you first entered the area.) Run like hell and don't look back. Once you're out, you can congratulate yourself on a job well done. But as they say, it ain't over 'till the fat lady sings.

1 The Mystic Plaque: The third and final Mystic Plaque is located in a room beyond the main chamber of Xian, near an apparently locked door. Successfully defeating all the cronies that attack you in this area will grant you this highly desired item, and more importantly, access to the final showdown with Bartoli in the room just beyond.

Checklist 2

From the start of this room, slip past the frozen guard.

1 2 Blast the baddies and pull the switches. Then enter the dark pillar room.

3 Grease Bartoli's boys. One of the last guys you kill coughs up the key to the final room and the final showdown. Once through the double doors, enter the large room and stop. This is it. Select your Uzis, then take stock of the area. Note Bartoli's "corpse" in the center of the room. Note the square, watery holes that surround the body (you'll find submerged ammo and health). Finally, note (if you can see them) the closed doors beyond Bartoli—that's the way to the exit. The stage is set, so approach the body, guns drawn.

3 The Mystic Plaque

Home Sweet Home

1 The Dagger of Xian is a fine trophy, one that Lara lovingly admires at the opening of this final, final mission. 2 The moment the alarm sounds, dash around the bed and head for the door next to the bathroom doorway. Plug a key in the lock next to the door (you already have the key), then scoop up the shotgun and as much ammo and health as you can as fast as you can. Time is short, so make every movement count. Then dash back into the bedroom and begin blasting baddies (the first will probably be to the left, on the other side of the widows). 3 Battle your way down out of the bedroom, down the stairs and outside. 4 You have to kill them all to end the mission and the game. The last baddie is a Boss of sorts. He's big, he's mean, and he's got automatic firepower to boot. He's definitely one man you can't miss. After you drop him, kick back and let Lara have the last word.

Tomb Raider Tricks

Tomb Raider

WEAPONS CHEAT

When you are in the game, go to the Inventory Screen by pressing Select. Now press the following buttons in this order: L1, Triangle, R2, L2, L2, R2, Circle, L1. You will hear Lara make a sound.

Now go back and press the X button. Go back into the Inventory Screen with Select. You will now have access to all the weapons!

Tomb Raider

WEAPONS CHEAT

Just go to the Inventory Screen within your game and enter the weapon code: X, Y, X, Y, Z, Z, Z, Z, Y, Z, Y, X, X, X and Start. Lara will make a sound. Then enter the Level Skip code: Z, Y, Z, Y, X, X, X, and Start at the "Exit to Title" Screen. Lara will make a sound again. Then press button A to skip. Continue this code to complete the game. Then begin a new game and go back to the Inventory Screen and enter the Weapon Cheat once more. Now enter the Level Skip code again to proceed to the next level and then go to your inventory to see an added variety of weapons!

Tomb Raider

LEVEL SKIP

Begin playing and then press Select. While in the Inventory Screen, enter the code: L2, R2, L1, Circle, Triangle, L1, R2 and L2.

Do the trick at the Inventory Screen. Then press X to continue.

Now return to the game and you will proceed right to the next level.

Tomb Raider

LEVEL SKIP

At any time during play, press Start to pause the game. Go to the last page of your passport book, "Exit to Title," and press Z, Y, Z, Y, X, X, X then Start. Lara will make a groaning sound. After you hear this, press the A button. This will exit to a Statistics Screen of that level. You will then be able to proceed to the next stage of the game! Do this again to get to the next stage, etc.

Tomb Raider 2

ALL WEAPONS

In the middle of a game, do this code without pausing the game: Find a flat surface and follow the movements carefully for this trick. Step Left, Step Right, Step Left, Step Back, Step Forward, Turn around three times and then do a backward jump and immediately press the Roll button. You will get all weapons and plenty of ammo and items when you look back in the Inventory Screen.

Tomb Raider 2

LEVEL SKIP

Do this trick while in the middle of the game. Find a flat surface and follow the movements carefully for this trick. Step Left, Step Right, Step Left, Step Back, Step Forward, Turn around three times and then do a forward jump and immediately press the Roll button to get the level end cinema.

Do the trick and you'll see the cinema and go to the next stage.

Tomb Raider 2

EXPLODING LARA

This code must be entered while in the middle of the game. Find a flat surface and follow the movements carefully for this trick. Step Left, Step Right, Step Left, Step Forward, Step Back, Turn around three times and then do a forward jump and immediately press the Roll button. Lara will explode and you will have to begin the game again. This trick won't do you any good in the game, but it is funny to see.

Perform the trick and when you jump and roll, Lara will explode!

Tomb Raider 2

DITCH THE BUTLER

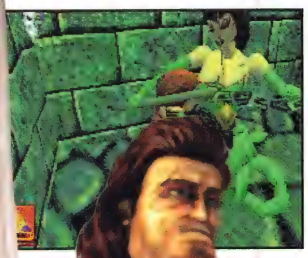
If you hate the butler following you all over the house while you train and explore, just follow this method to get rid of him for good. Make sure the butler is close, or wait for him. Go into the kitchen and open the freezer. When the butler follows you in, jump over him and close the door behind you. He won't be able to get out and you can walk around without the butler following you.

Before the butler gets out, shut the freezer door behind you!

Deathtrap Dungeon

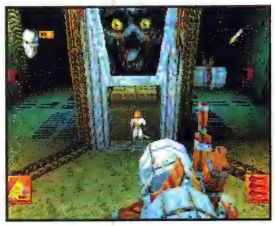
Prepare For Descent To A Lovely Post-Apocalyptic Earth

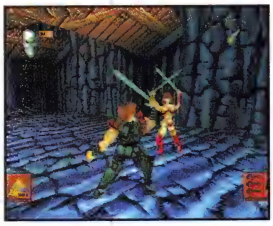
Format: PC/PlayStation
Players: 1 or 2 Player
Genre: Adventure
Release: Available Now



Way, way back in 1980s the chap who now owns Eidos Interactive (Ian Livingstone—see interview) along with his partner, Steve Jackson (now working with Peter Molyneux at Lionhead Studios) conceived the Fighting Fantasy RPG universe. It proved to be an exceptional success and has since spawned more than 50 stories—and now, after all this time, a "proper" video game version as well. It's an adaptation of the sixth and most popular book in the Fighting Fantasy series, Deathtrap Dungeon.

The game is set in the hillside above the city of Fang, which, to put it mildly, has seen better days. Long ago, a powerful red dragon named Melkor appeared over the city and delivered his own deadly version of urban renewal. He terrorized and enslaved its residents and has maintained a cruel reign ever since. Baron Sukumvit, the city's one-time ruler, is understandably unhappy with the fate of his fair town. He has offered 10,000 gold pieces to anyone who can penetrate Melkor's dungeon and slay the dragon. Two hardy adventurers—the Conan-esque Chaindog and the ultra-foxy Red Lotus—have accepted the challenge. You pick one of these characters at the game's outset and guide him or her through the deadly, trap-ridden dungeon.



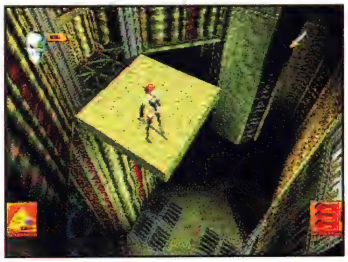


The gameplay itself is like a cross between Quake, Tomb Raider and Soul Blade. It's a 3-D, fantasy adventure filled with huge, scary-looking polygonal monsters, devious traps and nasty, weapon-toting bad guys. It's also a huge game that balances adventuring, combat and humor in equal amounts.

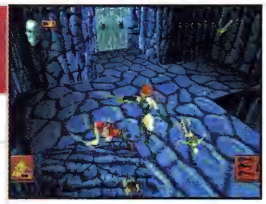
What's this? Humor? Er...but in the screen shots it's all muscled barbarians, dragons and orcs. What the hell's so funny about that? Well, have you ever seen an exploding pig? You will in this game. And any game character that runs up to you and pulls down its pants to show you its ass has to be capable of raising at least a giggle from even the most serious player. You'll see all that and more in Deathrap Dungeon.

DD is like a darker and unpleasant Tomb Raider.

To get an idea of a typical day in the game's world, imagine this: You're running down a corridor as either of the two protagonists and out jumps an imp. He's smaller than you and



This is a fancy dungeon, offering plenty of different environments to explore.



One of many of your victims decorates the dungeon floor.

clearly not well-armed. As he runs away, you chase after him down the dimly lit corridors and admire the dynamic lighting system and intelligent camera as it swoops around. As the imp runs, it turns to stick its tongue out before throwing itself into a dark and dingy room. You follow, and before you know it...Argh! Orcs! A huge number of exquisitely texture-mapped, polygonal bad guys with really big clubs beat you to a pulp while the devilish imp stands at the back of the room laughing. Next time, you won't follow him in case he leads you into the grips of one of the game's 54 other types of enemies. Or, you could just take him out with a weapon other than the sword...how about a flamethrower? Or maybe some kind of vicious, bowel-loosening spell? Take your pick...and you don't have long to wait to try it for yourself, as Deathtrap Dungeon is due to be released in the first quarter of 1998.

Interview with Ian Livingstone

How does a Fighting Fantasy book work?

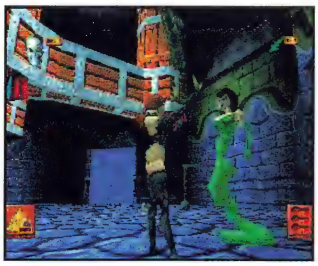
A Fighting Fantasy gamebook is exactly that—part game, part story. The reader is the hero or the heroine who adventures through the book making choices in a monster-filled fantasy world. The reader rolls dice before starting the adventure to determine three characteristics: SKILL, STAMINA and LUCK. The characteristics will change during the adventure when combat occurs, items are found or events occur. The adventure itself is presented as 400 numbered paragraphs that give choices to the reader. A simple choice would be, for example, "If you want to turn left at the junction in the corridor, turn to 78 or if you want to go right, turn to 232." Other choices are much more complex. Dice are used to resolve combat just as in traditional role-playing games. There are hundreds of ways of journeying through a book but only one *correct* way. The fun is finding the right way and readers usually make maps of the routes they choose, as there is no chance that they will succeed the first time, especially not in Deathtrap Dungeon.

What was the inspiration behind Deathtrap Dungeon?

Deathtrap Dungeon was inspired by a visit I made to Thailand in 1981. I went trekking in the northern hills and actually passed through the village called Fang (where the story begins). In the book, the reader befriends a barbarian called Throm whose help you need to get through the dungeon. But the sick part of myself made me make the reader obliged to fight Throm to the death late on in the adventure! Only one person is allowed to get out of the dungeon alive. I also included some enemies, incidents and events which were inspired by all the comics and fantasy books and films I'd read and seen over the years.

Is Deathtrap Dungeon the first of a new line of games based on your Fighting Fantasy books?

There is no doubt that Deathtrap Dungeon will become a franchise brand. DD 2 will be based on another of my gamebooks entitled *City of Thieves* and subtitled as such. More on that in due course. In the meantime, gamers will have enough on their plate dealing with exploding pigs, the nasty blue imps, horrendous traps and assorted methods of dying in the most evil dungeon in town!



The intelligent camera will present the best view of the action.

Fighting Force

Classic Beat-'Em-Ups Find Their Place In A 3-D World

Format: PlayStation
Players: 1 or 2 Player
Genre: Action
Release: Available Now

Realtime cut scenes move the plot along.

About a year ago an e-mail was sent around various members of the games industry that pointed a finger of ridicule at a number of traits displayed in modern computer games. "There is no problem that cannot be overcome by violence" was straight in at number one. "Bosses always hire henchmen weaker than they are in order to do their dirty work" it goes on..."You can smash things and get away with it... a) it doesn't hurt and b) nice things are found in other things." Or how about this: "All women wear revealing clothing and have great bodies."

I don't know where this list originated from, but it sums a lot of games up very nicely—and probably none more so than Fighting Force.

Yes. In case you couldn't tell from the title,

By pressing combinations of buttons or by doing strong hits, you get super moves like this.

Fighting Force is a beat-'em-up. However, unlike other modern titles of the genre, this takes a fairly old idea and brings it back up to date with all of the bells and whistles you would expect from a '90s game that runs on a machine renowned for its polygon-shifting abilities.

Think Final Fight and Streets of Rage and then throw in a 360-degree scrolling 3-D environment in which numerous polygon-generated thugs wander around beating the seven shades out of each other with anything that comes to hand. And I mean anything. Games like Soul Blade may let you hit people with sharp sticks, but in Fighting Force you can rip handrails away from stairwells and beat people over the head with them. Hell, one of the characters can smash cars and then use the engine as a weapon.

There's a lot of interactivity with the environment.

Like any other self-respecting beat-'em-up, Fighting Force has a suitably ludicrous plot. It's the law these days, you know.

Dr. Dex Zeng is a former high-powered government agent who was heavily involved with the New York underground. He's a renowned scientist

Using anything you can find to kill your enemies is fair game in the streets of Fighting Force.

Gang-style fights are the norm in this game.

and theologian and he strongly believed that the end of the world would come at midnight on the last day of 1999. Naturally, when it didn't actually happen on the morning of Jan. 1, 2000, Dr. Zeng felt a bit silly. So, rather than just put it down to bad judgement or whatever, he decides that if God won't bring Armageddon...he'll just have to do it himself.

And that's where you come in. Taking on the role of one of the game's four main characters either alone or with a friend, you have to find Dr. Zeng before he brings about the end of the world. Obviously, as you'd expect, the man has lots of henchmen—and they provide the targets for you to hit as you progress through the game's 25 stages.

Four different characters are available to use.

Choose to play as Mace Daniels, a good-looking, rubber-wearing P.I. chick; Hawk Manson, a large, intelligent aggressive type; Ben 'Smasher' Jackson who, technically, is in prison. (Apparently, due to his immense strength, he is something of an asset to his incarcerators and the prison in which he resides actually "rents" him out to do various jobs.) Finally there's Alana, a 17-year-old school girl. According to her profile, she's 5'5" and weighs 108 lbs, so how she can hold her own against Dr. Zeng's thugs is anyone's guess. Still...there you go. If you haven't already tried the game...what are you waiting for? It's out. It's in the shops. Find out for yourself.

Q&A with Ken Lockley

The locations are big—how big are they in terms of screens, or even compared to other games?

The locations are as big as we can get them for a full 360-degree fighting game with lots of things going on. We have had to cut the number of polygons down several times in order to keep the game working and running at a decent speed. Couple this with the fact that we have up to six characters on screen at any time with special effects and lots of fully moving backgrounds and vehicles, we think the levels are fairly big.

Fighting Force is a cross between games like Tekken II and Die Hard. Does this compromise fighting or action, or do we get an even better game on both counts?

We think we are getting an even better game on all counts. It certainly doesn't hamper the action as there is a great deal more going on in Fighting Force than in Tekken or Die Hard. The fighting is probably not as clean as in Tekken, but it still has an edge with its varied array of moves. We have also added the extra battle arena, which includes the added bonus of being able to pick up and use objects around you. The game is influenced by classics such as Double Dragon and Streets of Rage.

When you fight are you confined within a limited play area or can you run off and move freely around?

You can run and roam around freely, but the camera has a fixed limit. So although you will be able to run far into the distance, you may find it hard to control your character from such a long way off.

With so many movements (40-50 per character), how hard is it to learn them?

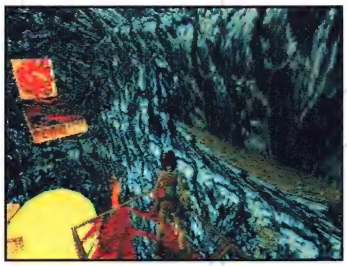
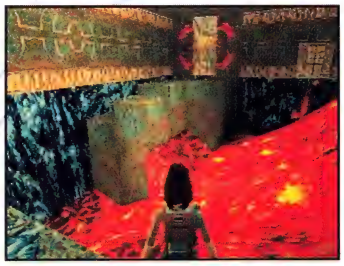
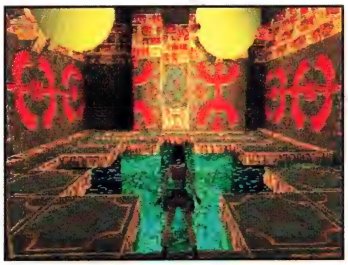
It will be fairly straightforward to learn the movements; none of them are overly complicated. They are based around single and multiple taps of the pad, so if you press a button once you get one move, press it twice and you may get two moves the same, or each may be different.

Does the AI within the game detect how good the user is and adjust the level or change tactics if you keep using certain moves?

The AI is clever and the baddies certainly do react to the moves you perform on them. Some of the baddies have better AI than others and will adapt to your attacks. The AI does allow the baddies to change their tactics if you keep using the same move over and over again. They will also stop to have a look around for weapons, and if you drop your own weapon they may pick it up and use it against you.

Tomb Raider

A Look Back At The Game That Started It All

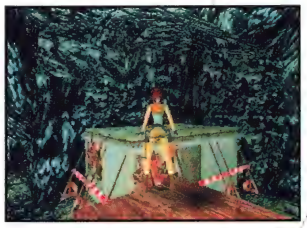
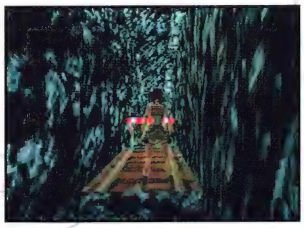
Format: PC, PS, Saturn
Players: 1 Player
Genre: Adventure
Release: Available Now

Released in the fall of '96, it immediately proved itself to be one of the true video game greats. Having sold millions of copies across the globe, it propelled both its star and developer Core Design to dizzying heights of public approval.

But it's been out for more than a year. Anyone that wants the game already has it...why is it being featured here alongside Eidos' forthcoming releases? Well... now that the sequel's out, we'll soon see the original game rereleased at a "budget price-point" (to quote the marketing speak). We understand that in 1998 it will become federal law to own at least one copy of the original game in one of its formats. Even the U.N. is thinking of getting involved. You watch...next year, you'll have to own a copy of this, Tetris, Street Fighter II and the director's cut of *Blade Runner* on DVD (whether you have a player or not). So now that you can buy Tomb Raider "on the cheap," you have absolutely no excuse for not owning a copy...or fear risking a heavy fine, possible imprisonment and public flogging.

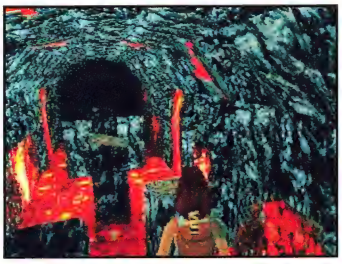
In case you really have been stuck under a rock, the following is a brief description of what to expect in exactly 100 words...

Cool rendered intro. Sassy English chick. Nice ponytail. Little shorts. Big pair of...boots. Weird, freaky, dream sequence with meteorites and an apparently alien artifact (called a "Scion" to give it its proper name). Cut to game. Excellent polygonal engine. Very cool. Nice-looking girl with her back to me. Pair of guns. Lots of foliage. Endangered species to shoot at. Puzzles. Huge, cavernous levels set around the globe. Nice girl still has her back to me. Swimming. Pushing things. Jumping on things. Being trampled on, shot at, beaten up, squashed, skewered, run over, sliced, diced, drowned, fried and electrocuted.

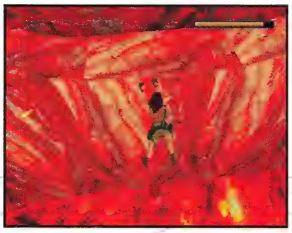



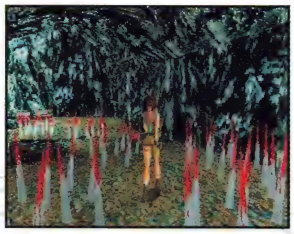
Train tracks make for good adventure games. Really.

Get the idea? If that fails to evoke the



Over a year old now, Tomb Raider still looks great.





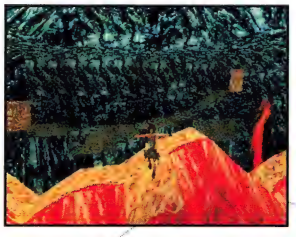
No Indiana Jones-esque game would be complete without spikes.

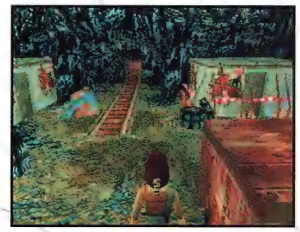
necessary mental imagery, you could always skim through the pages of beautifully crafted strategy that can be found elsewhere in this book. There...you can get a preview of the entire game and completely spoil it for yourself all in one go. Can you ask for anything more?

For all of the hype and media attention that surrounds young Lara though, it has to be said that above all else, Tomb Raider is a wonderful example of game design at its classiest. Blending action and adventure in a graphical environment, which until this point, had not been done before, it is a true milestone product. At the time of its original release, the world had gone 3-D shoot-'em-up crazy and amidst the havoc of all the Dooms, Duke Nukems and Quakes, Tomb Raider stood apart as a welcome return to more cerebral gaming. It was a roaring success. Not only did Tomb Raider itself sell handsomely more than many other games (and indeed more than its development team ever anticipated), but it has since spawned numerous pretenders, an incredibly successful sequel and a potential franchise with significantly more class than certain other English, female "products." Further still there are already two related products on the cards for the near future, a possible toy line and maybe even a movie.

Betcha' didn't know...

It's a little known fact that this was originally released first on the Saturn, thanks to a deal between Sega and Eidos. So if you're a die-hard Saturn owner who's getting tired of 2-D fighters and Japanese RPGs, you could do far worse than tracking down one of the true "greats" for the Sega Saturn.





These are some of the scenes from the later levels of Tomb Raider. It's amazing that this spunky girl comes upon some alien artifacts, isn't it?

Swiss Army Chronograph Watch

Stainless-steel body with luminous hands and markers. Water resistant to 330 feet. Tomb Raider logo engraved on back case. $499

Shop

ON THE FOLLOWING PAGES YOU WILL FIND FABULOUS LARA CROFT MERCHANDISE THAT IS AVAILABLE TO YOU, THE CONSUMER, THROUGH THIS LIMITED-TIME OFFER

Swiss Army Cavalry Watch

Gunmetal black dial with easy-to-read numerals. Tomb Raider logo imprinted in white on watch face.

$175

Bomber Jacket

Authentic Lara Croft antique lamb leather jacket designed by Avirex. Tomb Raider logo on patch.

SM-XL $450/XXL $475

Stainless-Steel Tumbler

Great for your morning java. This insulated tumbler has a closable lid and rubber grip. Tomb Raider logo imprinted on tumbler.

$40

Stainless-Steel Thermos

Perfect for the traveler, this vacuum-insulated thermal bottle will keep your drinks warm. Tomb Raider logo and Web address imprinted on thermos.

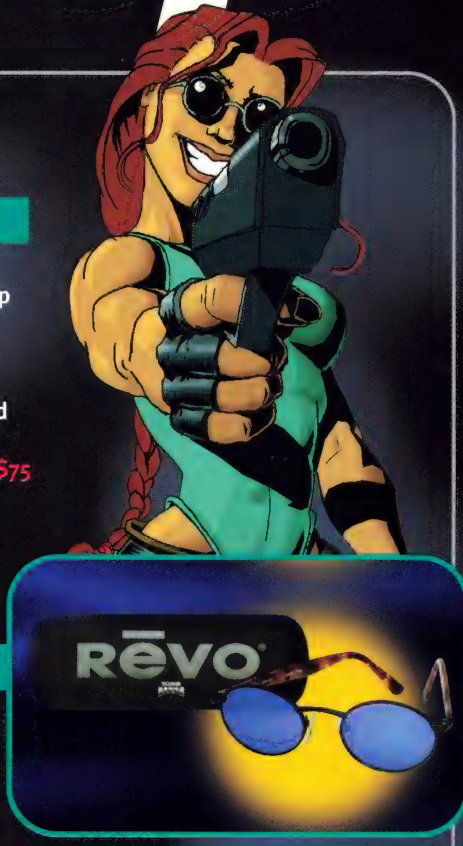
$37.50

till ya Drop

Briefcase

Made of durable nylon and features outside flap with zippered pocket, adjustable/detachable shoulder strap. Tomb Raider logo embroidered on front flap.

$75



REVO Sunglasses

Check out these adventurous sunglasses! Revo's oval design with black frames and blue lens. Tomb Raider logo imprinted on case.

$199

Backpack

Authentic war correspondent backpack has two pouches in the front. Tomb Raider logo on patch.

$199

ES8610/ES8610X White T-shirt
ES8611/ES8611X Black T-shirt

This 100 percent cotton T-shirt depicts the adventurous Lara in her underwater battle gear. Eidos Web address imprinted on back of shirt.
White-SM-XL $15/XXL $18
Black-SM-XL $17.50/XXL $20

Two-Tone Low-Profile Cap

Keep in style with this black and natural brushed twill cap. Contrasting visor and button, stitched eyelets, adjustable fabric closure with grommet. Tomb Raider logo embroidered on front of cap and Eidos Web address embroidered above closure.

$15

Black Low-Profile Cap

Enjoy comfort and quality with this 100 percent cotton baseball cap. Six-panel construction and adjustable fabric closure. Tomb Raider logo embroidered on front of cap and Eidos Web address embroidered above closure.

$15

ES8613/ES8613X Black T-shirt
ES8612/ES8612X White T-shirt

Spring into action in this 100 percent cotton T-shirt with full Lara graphic on front and Eidos Web address on back.
Black-SM-XL $20/XXL $23
White-SM-XL $17.50/XXL $20

ES8660 /ES8660X Black Sweatshirt
ES8660 /ES8660X Ash Sweatshirt

Feel this! Lee 11-ounce sweatshirt with a fleece lining, rib collar, cuffs and waistband. Tomb Raider logo embroidered on front and Eidos Web address embroidered on back of sweatshirt.
SM-XL $45/XXL $50

Tomb Raider Comic Book

The rumors are true! Top Cow is secretly producing a new *Witchblade/Tomb Raider* comic book! For the first time ever, Comicdom's powerhouse Witchblade (Sara Pezzini) and Tomb Raider heroine Lara Croft team up in the spectacular *Witchblade/Tomb Raider Comic Book Special*! This eye-popping collector's-edition comic will feature a brand-new story and gorgeous interior art by red-hot *Witchblade* artist Michael Turner!

www.topcowstore.com

Internet Orders:
The Eidos Store Catalog is available on the World Wide Web at **www.eidosstore.com.**

Shipping:
Items in stock will ship within 48 hours. If you have a specific need date be sure to indicate your need date on the order form. The standard method of shipment is UPS Ground unless requested otherwise. If you would like to have the freight charges billed to your Federal Express or DHL account please include your account number. Items in stock are shipped FOB California.

International Shipment:
All prices are based on U.S. dollars. Payment can be made via credit cards or wire transfer. All shipments outside the United States are subject to duties and freight charges associated with foreign shipments. All payments must be made in U.S. currency.

Return Policy:
If for any reason you are not satisfied with the merchandise you ordered, please contact customer service at **(800) 617-8737** and we will gladly replace the item or refund the cost of the item.

Hours:
Our normal business hours are Monday-Friday 8:00 a.m.-5:00 p.m. Pacific Time. Orders can be sent using the secured online order method or via fax **(650) 335-4720.** You can also leave a voice mail at anytime **(800) 617-8737.**

Web Address:
www.eidosstore.com /
E-mail: **eidosstore@baxtereder.com**
Customer Service: (800) 617-8737
Fax Number: (650)335-4715
Britt Dal Canto Program Coordinator
bdalcanto@baxtereder.com

TOMB RAIDER

Strategy Guide

Tomb Raider from Eidos is simply one of the best games that I can think of in recent memory. Basically, you assume the role of Lara Croft, archeologist and adventurer extraordinaire, in a whole slew of missions that will take her around the world and down to some of the deepest secrets the planet has to offer. Truly cool.

Each of the levels is rendered in a real 3-D environment, which really helps the player get involved in the game. And he/she will have to use his/her wits as well as Lara's amazing acrobatic skills to leave these underground palaces alive.

And if the numerous traps and deadly pits weren't enough to hamper Lara's progress, she has to face the creatures of the depths such as lions, bears, crocodiles, bats and the like. The only downside to Tomb Raider? The control. While it's not exactly unresponsive, it isn't quite as tight as it should be for a game like this, which requires such precise jumps and leaps. Still though, this is one very impressive title and worth a look.

—Tim "Yukon Cornelius" Davis

1 Moves Of The Trade

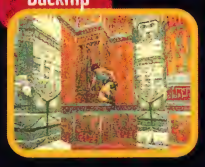
Before starting a mission, it's a good idea to spend some time learning the control of the character in the Gym Option from the Main Menu. Otherwise, you might set yourself up for some serious frustration.

Run

Jump

Strafe

Backflip



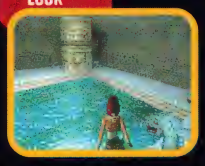
Roll

Shoot

Swim

Walk

Look



Indiana Jones was never this agile! In the later stages, you'll need to use the walk command to set up important (and most often fatal) jumps without falling.

Gymnasium

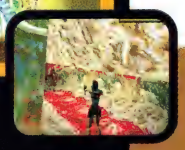
At any time you can practice all of Lara's diverse abilities in her own gym.

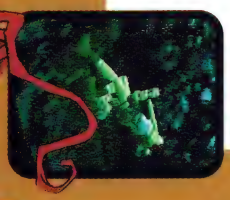
2 Special Techniques

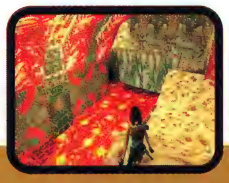
A lot of Lara's moves can be combined to form a new one. For instance, if you press Up, Jump and the Action button, she will take a running jump and then grab the edge of the platform.

3 Lara Croft On The PC

PC owners can get in on the action too! In comparison to its home platform siblings, PC Tomb Raider looks and plays every bit as well as the others. In fact, visually this rendition sports a High-end Mode that (with a patch) supports all 3-D effects and rendition cards. What this mumbo jumbo means is that it will run at 30 frames per second which is about twice as fast as normal, resulting in perhaps the best translation yet.



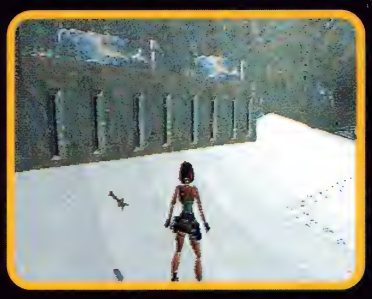




Although there's no official time limit on the completion of the levels in Tomb Raider, once in a while you'll pull a switch that opens a door somewhere in the room, but by the time you're close to it, it slams in your face. That isn't much work now, is it? As a result, it becomes a race to complete the commands required in the undefined time given to exit the room.

As Lara adventures further into the super unknown (sounds like a cool movie adjective, doesn't it?), she'll come across the creepiest-looking creatures (complete with moans) imaginable. When approaching a room, try to fight one enemy at a time, for obvious reasons. This combined with your roll/shoot move can help your chances of survival.

4 The Caves



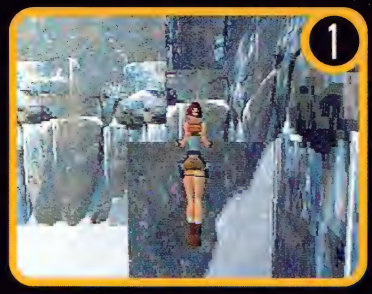
Right away, you'll run into two sets of eight slits in the wall that will fire darts at you. If you don't stop running, you should be fine.

In the room just after the bridge room, you'll find a jump with a save point on the other side. If you miss the jump, however, she'll get mauled by a hungry grizzly bear lying down below, so be careful how you plan your jumps.

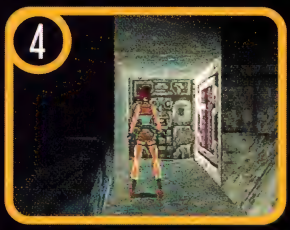
5 Meet The Wildlife

Wolf packs are your main concern in the Caves Stage, as they often are found resting, just out of your line of sight. By the time you see them, it's usually too late. Run around with your pistols drawn whenever possible because Lara can target enemies out of your sight.

6 The Rundown



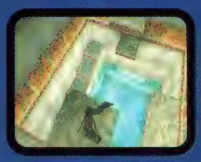
Right from the start, you'll find a hidden Health icon at the end of the hall just after your first right turn 1. Make your way to the room with the pit 2 3, fall down there and open the door with the switch that's next to it 4. This will lead you into a room with a gate on your right side and a hole in the ceiling in the northeast corner 5. Climb your way through there to the bridge room 6 and make your way across both bridges to the next room to save your game. Be careful about falling off anywhere in here as there are two hungry wolves waiting down below. The only way out of the pit with the bear is through a door on your right. 7 In the next room you'll have to flip the switch in front of you and run through it before it closes. Find the switch in the last 8 9 room to exit the level 10.

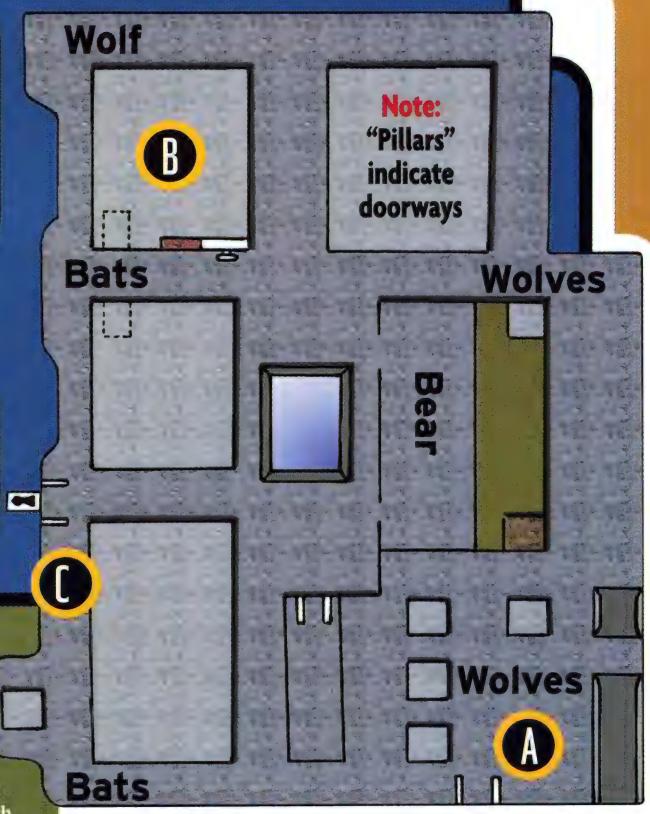


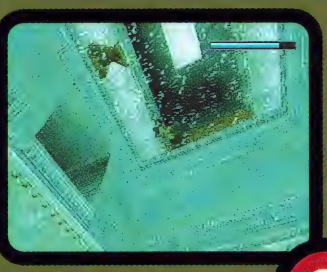
7 City Of Vilcabama

In the temple of Vilcabama you'll be greeted by such traps as swinging axes from the ceiling to trap doors in the floor.

Make sure you explore everything you wanted and have the Golden Idol in your possession before you use the silver key to enter the temple building. You won't be able to make your way back out of the room very easily.







Grizzly bears are your biggest natural problem in this stage. Whatever you do, don't let them push you up against a wall or it's all over. Although they're extremely strong, bears also make a large target, so you should be able to hit them with both pistols at the same time.

8 Meet The Wildlife

The Rundown 9

From the start of this level 1A, you'll want to make your way to the main room where there is a pond in the center of it. From here, you'll want to find a door with a switch 2B that will lead you to a room with a breakaway floor. 3 4 Push the block on the floor through the wall to find the silver key and Golden Idol and make your way back to the main room to the door with the lock on it. 5C This will lead you to the room with the temple. 6 To get out of here, first enter through the left doorway and make your way to the top to the switch. 7 The switch is on a timer so you'll have to hurry down the roof and enter the doorway on the right. 8 Repeat the process to enter the center doorway and make your way past three swinging axes to the switch. 9 Use the idol to exit the room with the bear and the pool.

10 The Lost Valley

The Lost Valley is not filled with traps as much as some of the earlier levels. Instead, it tests your action skills by offering super-high jumps that have to be executed exactly, or you'll break your neck on the ground below.

If you happen to fall into the river, its strong current will take you on a little journey, so you'll have to backtrack a little.

11 Meet The Wildlife

If you thought the bears in the City of Vilcabama were tough, you ain't seen nothing yet! Just after you cross under the broken bridge, you'll come face to face with a T-Rex surrounded by little raptors! As long as you keep backing up while firing, you should kill them.

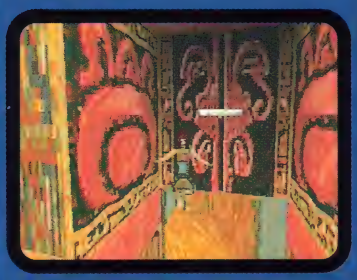
12 The Rundown

Make your way to the right and down the side of the waterfall first and kill the two wolves waiting below 1. From here you can make your way through a large cavern at the end 2 3. Your objective is to find three machine cogs in the valley. 4 The first one you'll find at the top of a waterfall from a path in the wall to your right. 5 The second is in a shrine-type building at the end of the path guarded by two raptors.

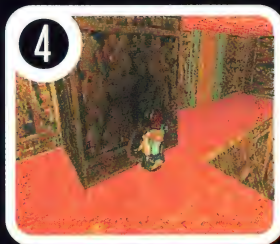
Jump in the right side of the pond to acquire it. 6 The last is found across the broken bridge via the side path. 7 Now go back and follow the river upstream to the machine puzzle and replace the missing components 8 to redirect the current to it. 9 Before jumping into the stream, you'll find a shotgun at the bank to the right of the puzzle. 10 Now make your way back to the lake.

13 Tomb Of Qualopec

The Tomb of Qualopec is filled with breakaway floors that reveal large, sharp spikes protruding up through the floor.



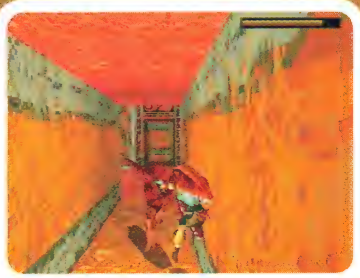
At the beginning of the level, you'll be tempted to move forward up the hall to see what is beyond the iron gate. If you do, you'll be subjected to being steamrolled over by a giant boulder that's released when you walk up far enough.



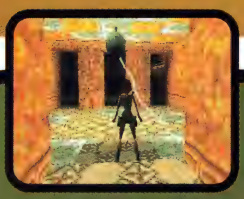
At the beginning of this stage you'll find a switch that opens the door immediately to your right ❶. Be careful when flipping the switch because you'll also release two raptors into the room. Once in the room, take the corridor to your right. Push the block there ❷ into the wall followed by another one on your left. Jump over the broken floor to release the first gate ❸. Now take the middle corridor to the wolf's den and pull that giant block out of the way to release the second gate ❹. You'll have to maneuver the two columns in the room to your left ❺❻❼❽ to jump across and release the last gate ❾. ❿ Now go through the new corridor and grab the Scion as the tomb begins to fall apart. Make your way back to the waterfall to have a showdown with your friend Larson.

15 The Rundown

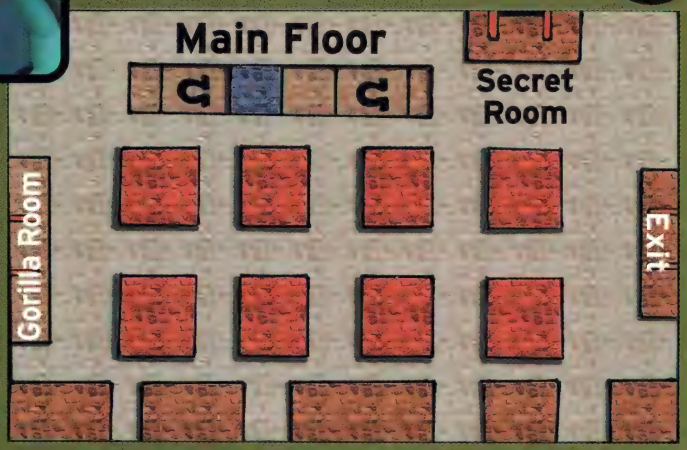
You didn't think that you were finished running from raptors did you? Good, because you'll find plenty of them in this stage. Be on guard when pulling a lever or opening a door somewhere, because more than likely you'll find raptors or wolves where they weren't before. Be careful when falling down the trap door by the fake door switch, as you'll come face to face with a pack of angry wolves.

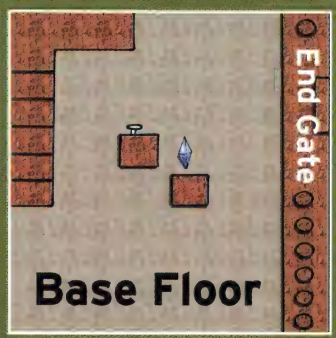


Meet The Wildlife 14



St. Francis Folly 16





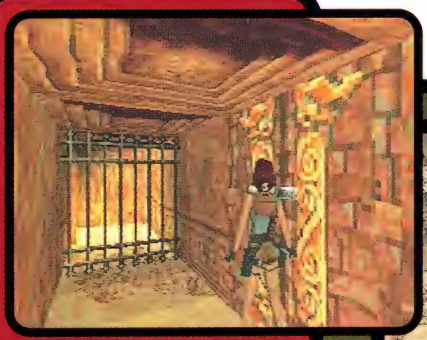
At the start of St. Francis Folly, you'll want to move the cement block on your right to each of the omega symbols on the track (east to west) 1. This will open a room up to the west where you'll face three gorillas 2. Pull both switches in here to open up two different exit doors. There's a secret room on the top off to your left where you'll have to do some fancy jumping to make your way up to the hidden Health and Shotgun icons 3. Move the cement block all the way to the west to jump on the yellow pillars and exit the room 4. From there, you'll enter a room of four mythological gods from different panteons. In the room of Thor, you must stand on the omega sign long enough for his hammer to come down and release two cement blocks for you to move around 5. In the room of Damocles, use the walk command to maneuver your way past the falling swords from the ceiling 6. The puzzle of Neptune is simple enough: Just find the release lever to open the gate for his key 7. In the room of Atlas you have to avoid an oncoming boulder, then climb the wall to your left 8. 9 Finally, drop down to the basement floor and insert the keys in their respective places.

17 Meet The Wildlife

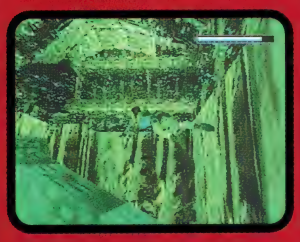
In this stage, Lara will meet the crazed and angry gorillas from hell for the first time. Like most of the other jungle life, the gorillas will come after you when they spot you, although instead of biting, they'll try to back you into a corner and just pound on you for a while. The gorillas are quicker than they look.

The Rundown 18

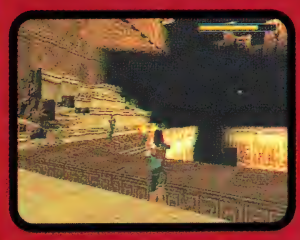
19 The Colosseum



Beware of a charging tiger lunging at you as you pull the switch. It will open up the black iron gate ahead of you.



The colosseum is an ancient battle room that is now inhabited by families of lions and gorillas. Be sure to explore any room thoroughly here, as levers sometimes open their cages, as well as doors elsewhere in the level.

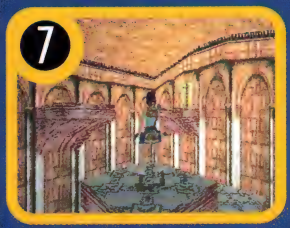


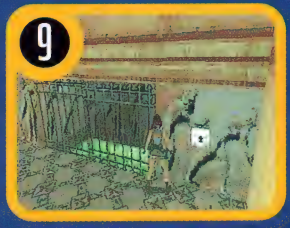
20 Meet The Wildlife

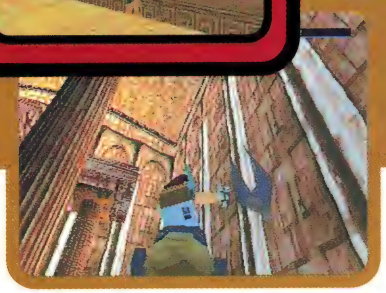
This stage seems to contain many types of predatory animals that you would find in all the other stages thus far (with the exception of the dinosaurs, of course). The lions will be your biggest headache, simply because of their large numbers. Be cautious of the two gorillas at the end by the cement block and the locked door, as the beasts will appear from around the center pillar and attack you together.

21 The Rundown

At the beginning of this stage, you'll find a switch that opens the door immediately to your right 1. Be careful when flipping the switch because you'll also release two raptors into the room. Once in the room, take the corridor to your right. Push the block there 2 into the wall followed by another one on your left. Jump over the broken floor to release the first gate 3. Now take the middle corridor to the wolf's den and pull that giant block out of the way to release the second gate. 4 5 You'll have to maneuver the two columns in the room to your left 8 7 to jump across and release the last gate. 8 9 Now save the game, go through the new corridor and grab the Scion as the tomb begins to fall apart. Make your way back to the waterfall to have a showdown with your friend Larson.







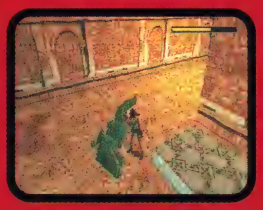
22 Palace Of Midas

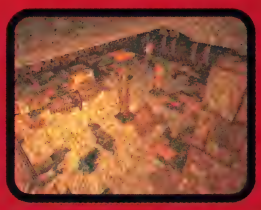
An important safety tip for when you discover the remains of the statue of Midas: Do not jump on his dismembered hand!

The palace of Midas has its fair share of deadly traps and natural wildlife. Now more than ever, this stage will put Lara to the test when it comes to using her wits as well as her own acrobatic skills to achieve success.

23 Meet The Wildlife

As if you didn't have enough fun with the lions in the previous stage, the palace is loaded with them! Not to mention the land crocodiles and gorillas around every turn. The lions are more difficult to spot here due to their excellent camouflage, so be careful.



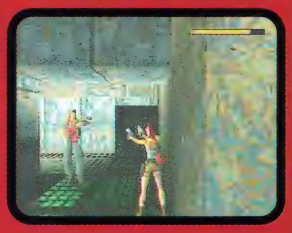


24 The Rundown

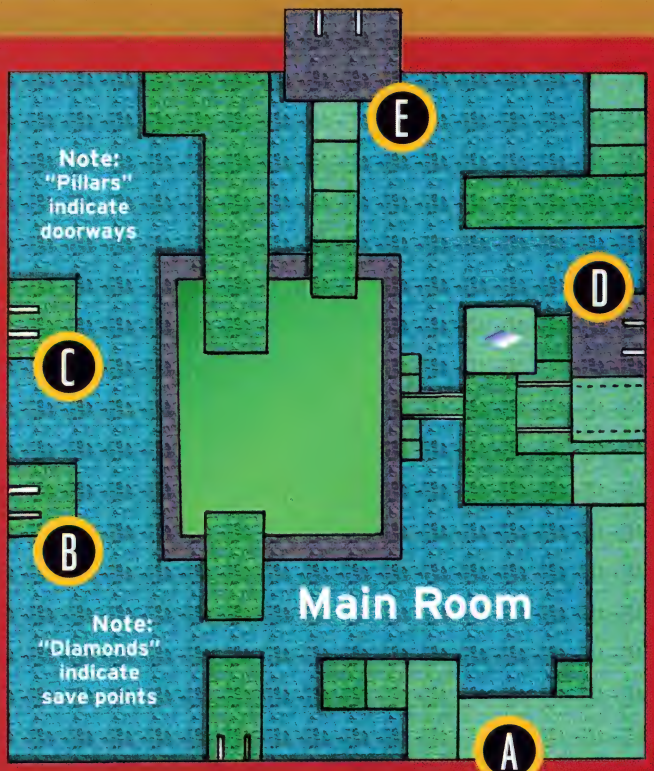
Your first goal here is to climb out of the water and go right and up the stairs to the main control room for four more puzzles 1. The symbols over the doors directly relate to the levers in the center of the room 2 Omega=Up, Y=Down and so forth. In room 3 you'll have to time your leaps so that Lara jumps and lands in the middle of each platform so she can reach the end before the flames reappear. In room 4 run downstairs and pull out the large wooden block so you can jump across the top to the other side. In room 5, you must pull out a cement block off the side of a ramp to raise the ones in the main room first. 6 7 Once you've obtained the three lead bars, you must take them to the ruins of Midas 8 and place them into the severed hand to turn them to gold. 9 Now go to the last door in the puzzle room and put the bars in their proper places.

25 The Cistern

The puzzles in the rat-infested Cistern must be completed in the correct order or else you'll never see the tomb.

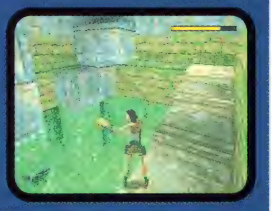


When you come across the spike pit, be warned—it's not as deep as you would think, and if you try to hang down over the edge, it will be an instant death. A well-placed Standing Jump will get you across, despite the low ceiling.



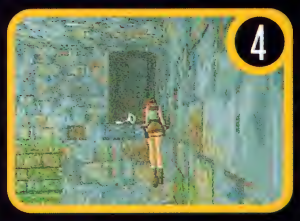
26 Meet The Wildlife

Huge mutant families of rats will make their appearance here in the Cistern Stage. Although they can't take as many hits as some of the other creatures that dwell here, they are extremely fast and will chomp off a leg or two faster than you often have time to react.



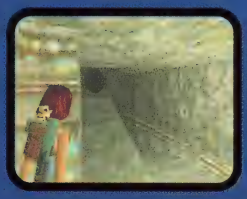
27 The Rundown

1 Your first objective would be to obtain two rusty keys 2A3 4 and use one of them on the left rusty door on the western side 5B. In here, look for a silver key and the switch to obtain it 6C. Next, look for a switch on the eastern side on the top floor that will raise the water level of the main room. 7D Now, swim across to the west side again to the other rusty door and acquire the gold key. In a small tunnel in the main pool area you'll find a second silver key. To open the main gate in the northernmost wall of the Cistern, use both silver keys and the gold one once you get inside 8E. In the room behind the golden lock, look for a cement block to push through a door on your right side to climb up to the ledge behind you and make your way to the exit of the level 9.



28 Tomb Of Tihocan

Be ready to avoid the crossfire created by the dart shooting from two adjacent walls when you jump to the middle column.



Once you come upon the jump with the swinging ceiling axe (above left), time it so Lara leaps from her running jump at the point when the axe is to her left in the alcove or else Lara Croft's journey ends here.

29 Meet The Wildlife

When you come across the gorillas on the ledge above, with a little patience they'll eventually walk in front of Lara's targeting and you can fire at them. If you try to fight them in the same place you could risk getting knocked into the pit below, filled with the bloody red and white spikes.

30 The Rundown

Take the lower path in the tunnel to flip the switch and lower the water ❶. The switch on your left will open the door ahead of you. Once there ❷, flip the switch to turn on the water current ❸. ❹ In the room with the swinging axe, jump up to the left passageway and use the switch in here to again raise the water level ❺ and make your way to the room with a large female tiger. There you can take either two paths to open the door on the floor above ❻ so you can acquire the gold key ❼. Use the key in the next room over and it will raise the blocks in the water for you to cross to the puzzle room ❽. To get past here, simply push or pull the cement block over each of the tiles on the floor that have writing on them ❾ and this will give you the keys to Tihocan's tomb ❿.

After you open the door to Tihocan's tomb, get ready for a little ride!

31 City Of Khamoon

1 At the beginning of this stage, you'll want to jump up to the corridor from your right to flip the switch which opens the door below, then pull out the block to form a "bridge" and pull the block above you across. Look for the sapphire key behind the large Sphinx head to unlock the room hidden behind the block in front of him 2 3. In the main room ahead, 4 you'll find secret #1 in the far-right corner. 5 Hop over the ramped floor in the center of the room carefully to avoid the boulder that appears at the top of it, threating to squash you flatter than a pancake. From here, jump into the pool of water and use the lever to open the gate to go through it 6. Now make your way up in the room with the croc and pull the block twice to flip the switch in the room to your right 7 8.

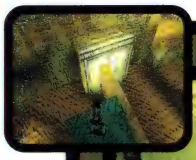
32

From here, push/pull the block again around to the room on the opposite side and prepare to blow away a mummified panther-type creature to your left 9. Now flip the switch in here to open the trap door in the ceiling in the main room. 10 Push the block once more to do a running jump to the golden platform under the door. Climb your way up and pull the lever in here to open a gate surrounding the cat idol in the main room 11 12. Then make your way there by sliding down the ramps in front of you and if you're ambitious enough, you may find the second secret on a ledge just below the room where you just were. To grab it, do a running jump to the canopy over the cat idol and then to the ledge 13. Just a walk in the park for Lara Croft.

33

When you drop down into the room with the cat idol, do not take either of the two passages to your left, as they've been designed to quickly dispense an Indiana Jones wanna-be. Instead, run down the passage behind you and enter the panther-infested pit. If you want to collect the third secret, do not flip the light switch on in here to your left. You'll want to summon your courage and search for the pillar on the opposite side of the room after fending off six black panthers jumping for your throat. Now make your way across the bridge connected to the center platform and run down the left side to activate a secret in an alcove just ahead of your forward jump. Next, run to the room with a sapphire key on top of a stone pillar 14 and flip the switch in the next room after some carefully timed jumps 15 to use the key to exit the stage 16.

34 A Closer Look

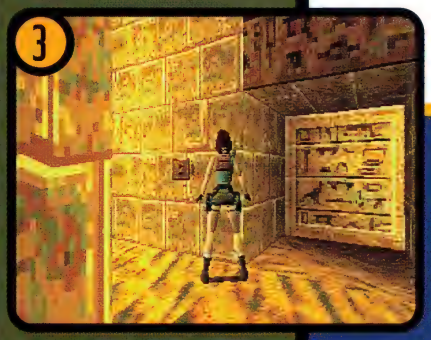


The city of Khamoon has its fair share of hidden items as well, split up into three separate locations. These not only help you in the level, but also look good on your status report given to you at the end of the mission.

35 Obelisk Of Khamoon

From the start you'll want to make your way to a room with four moveable blocks ①. The one on the far right will reveal a hidden medical pack. Now position the block so that it's right under the golden door on the right wall. Next, pull away the brown block on your left to reveal a passage into an

underwater room. Look for a sapphire key in the far-left corner and save the game ②. Use the key on the first locked door you come across ③ and climb your way up to the golden door. Kill the mummy creature



here and flip the switch on the left ledge ④ to drop the ramp on the right ledge and gain the Eye of Horus. Only three more to go! Next, drop down to the room below you ⑤ and slide down the ramp.

The main objective in the Obelisk of Khamoon level is to complete the various puzzles (see left) to unlock four draw bridges in rooms surrounded by water that will gain you access to the ancient items of the inhabitants. Once acquired, these items must be put in their rightful place at the miniature tower by the Sphinx to open the main gate that makes up the left wall. Remember that almost everything put into this game is there for a reason and you'll do fine.

38 A Closer Look

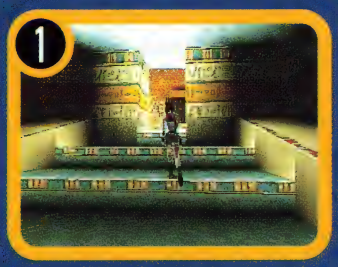
36

You'll have to take out two panthers here first ⑥ and climb your way up using timed jumps up the right wall ⑦ to the top and save your game. Move the lever that's just past the staircase ⑧ to lower another plank in the main room and run up the stairs and drop down through the trap door ⑨. You'll find a switch on the right ledge on the bottom that turns the ramp into stairs for you to climb your way back up. Climb up about halfway to the middle platform and run out the doorway on your right. Do a standing jump to the platform on your left to the platform in the middle and acquire the Ankh. Next, make your way back and flip the switch on the right ledge and climb your way up the main staircase in the previous room. Now, jump and shimmy your way across the ledge ⑩.

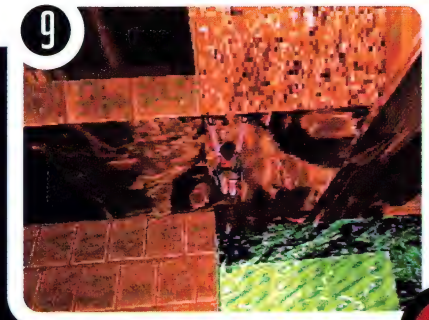
37

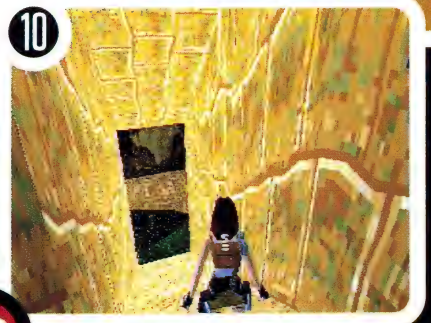
⑪ Run around the corner and move the lever to turn yet another ramp into a staircase (Who'd have thunk it?) and flip the switch in the far-right corner at the top of the next room. Now make your way out of there via the left door and do a running jump from the ledge in front of the gothic pillars ⑫ to find secret #1. From here, you can do another running jump to the ledge behind the white item on the far wall for secret #2. Drop

down from here and find the greenish ledge to a large room with two mummies at the bottom. Make your way around the left side and climb up to find secret #3. You'll have to go all the way around the room to the ledge below the entrance. Once you have all four items, swim your way through the now open door ⑬ and place the objects on the tower ⑭.



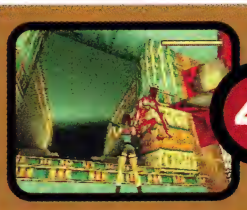
As you begin this stage, be ready for the two demon-like creatures that appear at the top of the main staircase 1. From here, make your way into the main cavern, down the right side of the Sphinx and climb on the brightest stone column on your left. 2 You'll want to progress up and to your right alongside the cliff 3, then up and to your left until you reach the switch which opens up the first room 4 5. Watch out for a winged demon that comes out of the darkness. Explore the left side of the cliff and back down to an area with four or five stone pillars for you to climb on 6 to flip the second switch 7 8.





Now make your way to the other side of the stone Sphinx to the room you opened up 5. 9 You'll want to slide backward down the ramp on your right and grab onto the ledge and the end. Make your way from here down the second ramp into the water and grab the gold key. 10 11 Now climb back up, jump and grab on to the bridge at the last possible second and open the lock on your right to battle the giant centaur and acquire the first Ankh 12. (Whew!) From here, make your way up the side of the cliff to the second door you opened all the way on the left-hand side 8. Push the block in the center over to the left side of the room and defeat the centaur for the second Ankh. Now run down the ramp on your right to the back of the Sphinx.

You can climb your way up to the top of the Sphinx's head by doing a running jump off of the platform just behind it. Now place the two Ankhs on the front and back of his head to open the gate below 13. You'll come across the only secret in this stage by doing a running jump off the left side of his head to an Uzi clip that is resting on an invisible platform 14. Dive down between the feet of the statue on the right and flip the lever to activate the current and rush you up to the surface. Now that the water level has been lowered, you can make your way back outside to the statues and jump and lower your way to the switch on the second statue 15 to open the door at the first statue's feet. Follow this path all the way to the beginning of the stage to the final showdown with Larson 16. Dispose of him and reclaim the Scion. (Wahoo!)



At the Sanctuary of the Scion, you'll face off against the toughest enemies thus far. Now more than ever you'll need to rely on your roll to get you out of certain doom.

42 Natla's Mines

The first thing you want to do in here is climb up on the ledge just past the waterfall on your right and flip the switch around the corner ❶. This in turn opens a door on the opposite side of the river behind a wooden crate ❷. Now go past the waterfall again and do a running jump to the ledge with the hazard signs ❸. Run past the room with the crane to the next room, and follow the tracks, jumping hurdles ❹ to outrun two boulders that block access to the first of three fuses you must pick up. Next, return to the previous room and pull the crate back to the building behind it. ❺ Jump up and fall through the ceiling to find the switch that moves the boat down the stream. (Hey, stranger things HAVE happened.)

43

❻ Now jump on the darkened part of the boat to the room behind it and pull out the darkened Natla blocks (anyone see a pattern here?) to activate the switch which, oddly enough, moves the huge drilling machine back for you to enter ❼❽. Push the crate behind it twice and climb through the room above it to gain access to the second fuse. Then go beyond it and grab the third fuse (while being careful not to attract any attention). Return it all the way back to the room with the broken ceiling ❺. This time head down the left corridor and flip the switch which moves the third fuse off the conveyer belt. Now place the fuses in the main control room ❽ and grab your pistols from the fallen room. Jump from the roof to a passage. Through the ceiling you'll find secret #1.

45

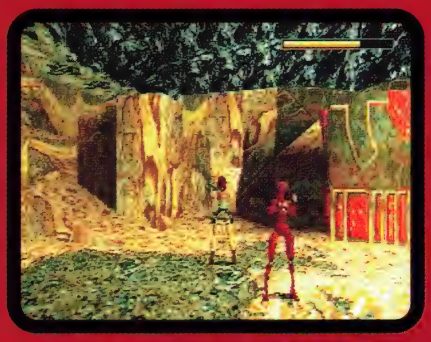
After the showdown with the skateboard kid, you'll climb up to an orange-colored room. You have to push a brown block in to gain access to the room, but you must be sure to push it TWICE. (The second time it will go into the wall behind it.) This will open up a hidden door and switch which is crucial to solving the rest of the puzzle, and will in turn open up a door on the floor above you. Now prepare for one more (but certainly not the last) showdown.

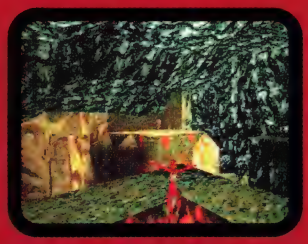
❾ Return to the room where you found the second fuse and kill the cowboy to receive your magnums ❿. You'll have to do a tricky triple jump and hang to shimmy your way across the lava ⓫. In room ⓬, jump to a room to the right and quickly push the crate into the wall before you're squashed by a boulder. Now search the room for secret #2. In the following rooms, you'll need to pull a darkened TNT crate through to the room behind it, then use it as a stepping stone to make your way to the switch to blow it up. Return to where the crate used to be and go through the new passage and defeat the skateboarding kid ⓭. Look for a pond NOT filled with lava and grab secret #3. You can climb up the pyramid by jumping to the darkened tiles to acquire the pyramid key ⓮.

44

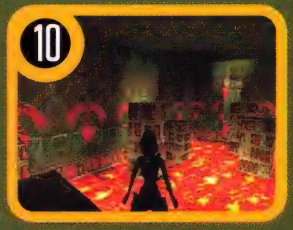
1 In Atlantis, destroy the three demons that hatch when you walk close to them and walk through the far-left door and up to the second floor. Now move the lever hidden in the far-right corner of the room here to activate a series of doors and switches and enter the lava-covered room . From this point, turn around, drop and hang down from the overhang to find the level's first secret.
2 Now climb back up to the ledges into the previous room with the lava floor and use the platforms alongside the walls to climb your way up and enter the first doorway you come across.
3 Once inside, jump/hang and drop/hang once after to successfully grab onto the ledge to your right. 4 Jump to the slightly darkened areas of the slanted ramp in the next room, while avoiding the two boulders that drop down to meet you as you progress. 5 Next grab secret #2 located in the top-right corner of the slanted roof of the room beyond. To leave the area, drop into the water, locate and move the lever to activate the timed exit door above 6 area.

A Closer Look 48





The demon version of yourself mirrors what you do so don't shoot her! Instead, you must find the switch that opens the trap door and climb as quickly as possible to the duplicated lighter side of the room to get rid of her.



Pull the levers in the room with all of the demon eggs to open the gate in the water and a room behind a red door. In here you'll need to block the rolling boulder with a moveable block of your own 7, then re-enter the room and exit through the new passage. In the room with the giant slope 8 9, you must slide down as much as you can and jump to the red portions of the other side to avoid certain death. You can move the blocks in room 10 by pulling two different switches located within the room.

You'll find secret #3 in a room behind a timed door off to the right of the long corridor infested with demons 11. 12 When you get to the ramp to the scissor doors, you'll have to jump off it first to avoid getting pummeled by a boulder out of sight. In the shrine room, push the block in twice to get to the two trap doors. Pull the lever on the right and hang down for minimal damage. To dodge the boulder in front of you, you'll have to jump and quickly do a backflip out of harm's way. 13 From here, climb your way up, move the lever that's down there, and fight the centaur and his minions in the following room. Next, you have to take out two demons at the bottom of the ramp and defeat the demon clone of yourself (see sidebar). In room 14, run right and pull the switch, then go quickly around to the other side and enter through the middle.

49 The Great Pyramid

Now that's what I call a Boss! Keep your distance while blasting away with your shotgun and you'll defeat it ❶. Push the block in front of you ❷ and climb up it to the next room. In here, take the right corridor first and push the block through the wall. Now run around to the other side and push it back twice so it's directly under a switch and door ❸. In ❹, again jump across the river of lava by landing on the darkened platforms. Landing on the far-right corner of the room activates a timed bridge behind you and secret #1. Walk far enough forward until you activate the boulder then roll and run back toward the entrance in the areas with steeply sloped ramps ❺.

1

2

3

4

5

6

After dodging both boulders, drop down into the room below and shoot (yes, I said shoot!) the Scion ❻. From now on, this stage gets incredibly difficult so please just bear with me. OK, go out where you came from and run off the bridge to the right (forget about the two demon sentries above), drop down the hole and climb across the lava pit ❼ and perform a backflip to get to the other side. Dodge the boulder when you reach the swinging axe ❽ that drops down behind you and do a standing jump across the pit to land just before the spikes begin. Around the corner, you must jump to the cliff ahead before the floor crumbles. You can jump and shimmy across an invisible crevice in room ❾ all the way down to secret #2. With the dissolving tiles ahead, begin running through the three traps when the axe is to the left of the passage ❿.

7

8

9

10

11

12

A Closer Look 51

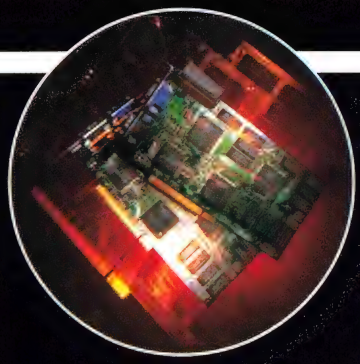
We all know how hard it is to keep a full life bar of health in this game by now, but in the Great Pyramid, it is more important than ever as you'll encounter some situations (falls, jumps) where life depletion is unfortunately eminent. So always keep your current life status in mind before you attempt any dangerous maneuver far from a save point.

Jump along the edge of the columns with flames while avoiding being set on fire ⓫ to the room with a swinging axe (the lava room can simply be run through) in the middle and a collapsible platform beneath it ⓬. Just beyond that is a passage to secret #3; you only get one shot at it so you'll have to jump off that platform quickly. You're almost done! Climbing out of the pool of muck below you, dry yourself off and be reunited with an old nemesis, Ms. Jaquline Natla! (And you thought she plummeted to her death.) ⓭ Now that she has wings, she'll attack you from the sky with a mega-powerful cannon. Whatever you do, be sure to keep your distance from her until she falls. Be careful, as she'll fire on you again for one last hurrah. ⓮ Now it's up to you to climb your way out of the pyramid.

13

14

50



3Dfx Voodoo2 casts black magic

On Tomb Raider Games for the Personal Computer

It may be strange to associate Tomb Raider with a witch doctor, but the combination certainly has worked well for PC gamers. OK, maybe it's not so much about a witch doctor as it is about Voodoo—specifically 3Dfx's Voodoo graphics. The 3-D chipset is letting developers like Core go crazy with 3-D graphics, but it wasn't all that long ago that Voodoo was just an idea on a VHS tape. How did it come so far so quickly?

It's all about developer relations...and the fact that right from the beginning, 3Dfx knew what would gain them a high profile within the development community. By courting developers and asking them to see what they could do with the new chipset, they soon infiltrated the games industry and established themselves as a force to be reckoned with.

3Dfx approached Core Design early in 1995 with nothing more than a videotape of what the new chipset was allegedly capable of producing. After seeing it in action, Core was impressed, but as with any new piece of technology, they were concerned about the feasibility of something that would make such a huge leap forward.

It wasn't long before Core had their hands on a "real" chipset and the first thing they did was set about seeing how they could enhance the polygon-intensive Tomb Raider—then very early in its development cycle. The card was sent to Core's offices a day before 3Dfx's people arrived to demonstrate the new hardware. To everyone's amazement, Core already had something up and running by the time they had arrived. As a result, an early relationship was established and Tomb Raider became one of the original showcase products for the new graphical technology.

Rising Star

The biggest strength of the Voodoo chipset was that it allowed programmers to produce 3-D worlds, characters and environments in realtime without putting a strain on the main processor of the PC. Brian Bruning, developer relations manager for 3Dfx explained, "One of our scientists once put it to me like this: Voodoo graphics is like a gigantic graphics erector set and you can build whatever you want out of it."

And Core did just that. It was a combination of both Core's skills and Voodoo's ease-of-use that allowed the Tomb Raider team to show the game at the following year's Electronic

3Dfx President and CEO Greg Ballard, left and developer relations manager, Brian Bruning, play San Francisco Rush, an arcade machine powered by 3Dfx technology.

Gamers are used to seeing images like this as promo stills and animated cut scenes. Technology like the 3Dfx graphics boards should let developers create games that look this good sooner than we think.

What 3dfx can do for your gaming experience

OK, so maybe this is kind of like comparing apples to oranges, but here is a side-by-side demonstration of the power of the 3Dfx board. To the left is Tomb Raider all decked out on a phat PC with a 3Dfx card. On the right is the PlayStation version. Granted the card itself costs about the same as a PlayStation, but for those gamers who want the ultimate Tomb experience, a 3Dfx card is the way to go.

Entertainment Expo (E^3). People saw the PlayStation and Saturn Tomb Raider and were impressed, but when they stepped over to see the 3Dfx version running on a PC, they were treated to an example of what the future of video gaming would hold. High-quality, 16-Bit visuals at a frame rate previously unseen on anything but a Silicon Graphics workstation. Shortly after, the Voodoo buzz began—and was forever associated with the meteoric rise of one Ms. Lara Croft.

Tomb Raider soon became a showcase for both Core and 3Dfx. Core benefited because the game not only used new 3-D technology, but also because it presented something most other developers could only wish for: Rich 3-D environments, solid gameplay and a genre-breaking approach to design. Tomb Raider worked for 3Dfx because it showed how the chip would benefit the games market. Rather than produce endless impressive demos, they had a "'real" product that they could show in both accelerated and unaccelerated form to wow both the industry and consumers alike.

"We wanted the PC version to stand out since the game is rooted in a software-only environment like the PlayStation and Saturn," commented Bruning. The end product gave us anti-aliasing, mip-mapping and amazing 3-D environments, among other effects without your processor choking to death on any of it. Now a new-and-improved Lara Croft has landed and we're seeing even more of what the Voodoo can do, but 3Dfx's new chipset, the Voodoo^2, will take the game even further."

It's hard not to see Lara Croft these days, but it's far from being a painful experience. She may be made of many curvy, luscious polygons, but she's still not half bad. Even with that, Core knew that they'd have to improve the game to keep her image from becoming a fad. Tomb Raider 2 proves that they did just that. Core has recently released Tomb Raider 2, and as you'd expect, it takes advantage of 3Dfx technology. Not only that, but the game will also have full support for the new Voodoo^2 when the chipset hits. So what'll this new chip do for games, and Tomb Raider 2 in particular?

Everyone Needs a 3-D Card

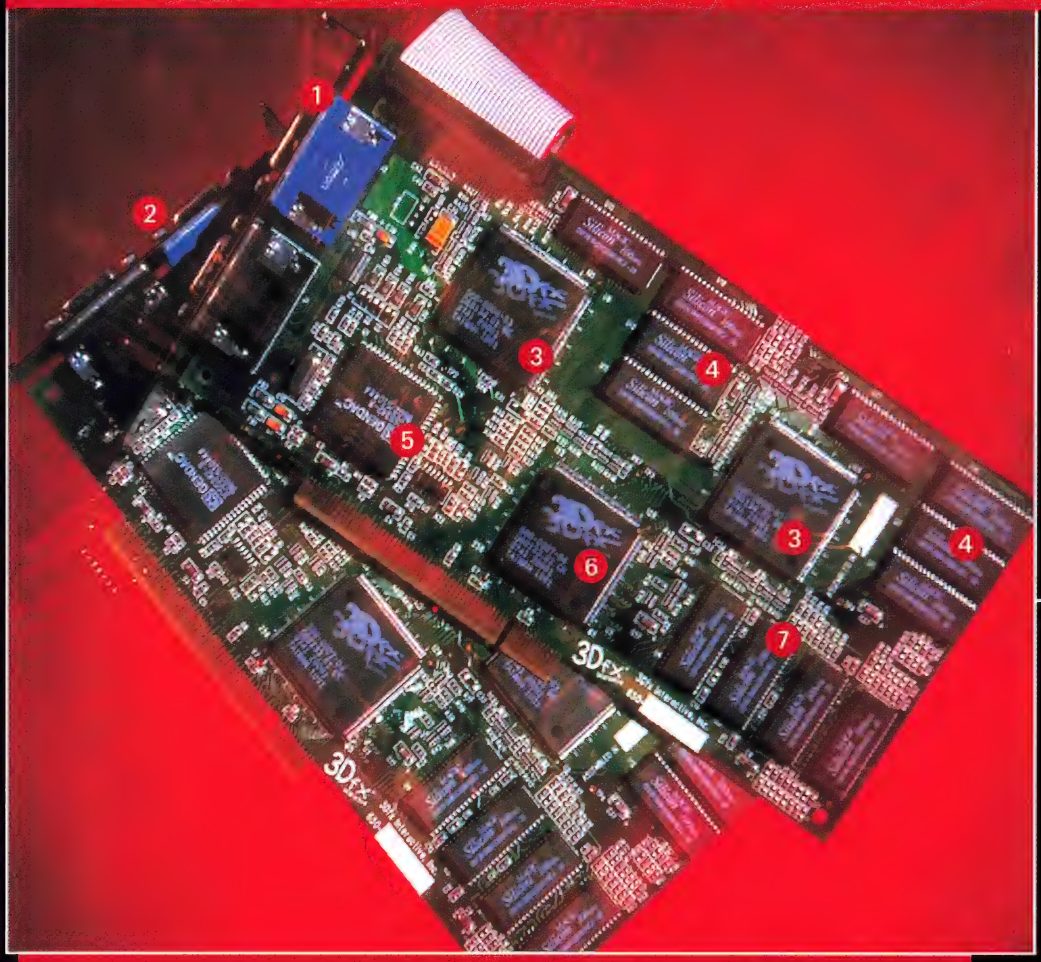
No matter what 3-D card you get nowadays it will more than likely make your gaming experience better. By taking the strain away from the processor, it means that you can have beautifully presented graphics without your machine slowing down and spoiling the overall experience. What 3Dfx wants to do with the Voodoo^2 is distinguish "great 3-D" from "good 3-D." As you've already guessed, 3Dfx is confident that Voodoo^2 fits into the "great 3-D" category, being three times faster than the original chipset.

Since Voodoo^2 offers considerably more than its predecessor, the PC version of Tomb Raider 2 should illustrate the performance increase most effectively. Early versions of Tomb 2 will simply take advantage of the chipset's faster processing power through an enhancement to Direct 3D, but as we go to press there is talk of a Voodoo^2 native version of the game. When pressed, Core Design's Operations Director Adrian Smith refused to be cornered into making a commitment. "We're looking at it obviously, and there is talk of a native version of Tomb 2. But there's not much I can really say about it at the moment." What can we expect? Previously we have seen higher resolution, color depth and frame rates—but with the additional power offered by Voodoo^2 we can expect illustrations of the effects that the new chipset is capable of producing.

BETTER! FASTER! MORE!

There are two ideals that 3Dfx wants to remain constant with their new chipset. First, they want to keep everything running at 60fps (on a Pentium 166 with 32 MB RAM). This is apparently twice as fast as the specs for the original. Additionally, the chip gives developers the opportunity to use higher-quality models because of the chipset's "High-polygon Count" Mode. With a higher polygon count comes the ability to create even richer 3-D worlds. The more polygons that a model is made from, the finer the detail that can be lent to it. You will also be able to see environments with far more objects...you'll see a dramatic increase in the amount of scenery detail in the

The Voodoo2 Board



1. Video Out to Monitor
2. Video-In From PC Videocard
3. Texture Map Processor
4. Twin 2MB Texture Map RAM
5. Digital to Analog Converter
6. Frame Buffer Processor
7. 2MB Frame Buffer RAM

Voodoo² Compatibility?

Anything that works with Voodoo will work with Voodoo². Of course, the game on Voodoo² will more than likely run up to three times faster. Unfortunately, you cannot piggy-back a card with the original Voodoo chip with a card that features the Voodoo². The two are just too different from one another.

Stuff you should know about Voodoo2

Perspective Correction

When you're walking near a wall, and you notice textures start doing weird stuff. Well, this fancy feature makes it so there isn't any weird stuff. Also, it takes care of some of the jagged lines in the textures.

Bi-linear and Advanced Filtering

Who wants to have blocky-looking textures for walls, or big ol' pixels for enemies? One way to eliminate both of these pesky aesthetic problems is to blur them out a little bit.

Alpha Blending

Without this feature, cool effects like transparencies and translucencies in Tomb Raider wouldn't be possible. Things like explosions, water and glass would have to be faked.

Mip-Mapping

This nifty feature makes distant textures look better. It gets rid of some of that flicker in the distance, basically making the textured objects look more realistic. Without this, there'd be distinct bands between textures in the horizon.

Trilinear Mip-Mapping

It's an advanced form of Mip-Mapping, where the area between distant textures is smoothed again to make them look even *more* real. The texture transitions as you get close to objects will be less noticeable. Since it's an advanced feature, it takes a lot more processing power.

Anti-Aliasing

An old friend that makes it so polygonal edges don't look so unsightly and jagged. This gives them a smoothed edge, so polygons can appear curved. You can guess where these curved-looking polygons might benefit Lara.

Z-Buffering

In a 3-D world, the only polygons that need to be drawn are the ones that you, as a player, need to see. Z-Buffering is hardware that tells the computer which polygons it needs to draw, so it doesn't waste valuable processing time drawing unneeded polys. Such is useful in Tomb Raider, as it keeps the computer from drawing up caves miles away from what you can see.

Multi-Pass Rendering

You gotta love cool lighting, shadows and other similar graphic effects. Without multipass rendering, it wouldn't be so easy to have a rocket light up a hallway as it travels down the length of it. This was also known as texture compositing at one time.

Configurable Per-pixel Fog Effects

Besides being used to reduce object pop-up, this feature can give you incredible atmosphere effects. Think of a thick fog on a cool summer morning, or a heavy mist in an eerie cavern.

Sub-Pixel Correction

Don't you hate it when you're walking by a wall and the textures start "cracking" and breaking up? This takes care of that problem, and makes sure those textures align properly.

Texture Morphing

This one allows animated or video textures to be mapped on 3-D objects. Stuff like flowing lava or green slime actually moves instead of us having to simply imagine it.

> **"One of our scientists once put it to me like this: Voodoo graphics is like a gigantic graphics erector set and you can build whatever you want out of it."**
>
> **Brian Bruning**
> Developer Relations Manager for 3Dfx

Photos/Jim Sugar

3Dfx Tomb Raider 2 for the PC offers improved killer graphics and smooth gameplay that are even better than those that made the first game an instant classic.

game, and almost certainly more free-roaming characters that populate the worlds. On top of this, all of these high-detail models will be fully scalable. Now, what this means in non-jargon terms is that the camera movements within the 3-D environments can produce a far more realistic look. By scaling these high-polygon objects, programmers can display silky-smooth transitional shots without the horrific warping effects (known as polygon "tear") that we see on systems like the PS.

Second, the Voodoo^2 will give you everything the original chipset was capable of and much, much more. For example, Detail Texturing. This feature eliminates the blurring problem that occurs when you get close to textured objects or walls, something that is particularly evident in N64 games. Voodoo^2 also offers lots of other features with names that you would never mention while in polite company. Tri-linear mip-mapping anyone? I know what it does...but do you? Take your basic mip-mapping. Add in a dash of bi-linear mip-mapping and presto...tri-linear mip-mapping. I wouldn't worry about it too much...all you need to know is that it's a way of manipulating objects in the distance in a realistic manner.

Even better for graphics power lunatics, two Voodoo^2 cards can be piggybacked to produce a feature called Scan-line Interleaving. This, unsurprisingly, doubles the amount of power behind your graphics cards. One of them handles the even lines of information coming to your monitor, while the other one handles the odds—each card has half the work, so you get double the power. Easy. When the chipset hits, a second graphic card with the Voodoo^2 chip on it may be a little pricey for the average gamer. But as the technology becomes cheaper, technophiles may want to take the plunge.

What of the Future?

Initially, it's unlikely that we'll see what the Voodoo^2 is truly capable of doing for a game. After all, it's only now, more than a year after the original was released that we're seeing games developed specifically for 3-D boards at all. Once Voodoo^2 is established and sitting comfortably in a position similar to that which 3Dfx currently finds themselves in, we'll see the true power of the chipset unleashed. In talking to the programmers and animators of Tomb Raider 2, we already have an idea of what enhanced graphical power can do for a game. Lara's lead animator, Stewart Atkinson tells us "the more processing power you have, the more natural you can make the animation. In the future we want to get to a point where the prerendered cut scenes are redundant—all of the clever graphical touches will come from within the engine. You'll see Lara making a far greater use of body language—we'll be able to animate her whole body rather than just producing frames for running, climbing or whatever."

Maybe this is what we can expect to see in a fully Voodoo^2 implemented Tomb Raider 3?

As advanced as Voodoo^2 is, it's still just a step toward what 3Dfx will release in the future. The next product 3Dfx will release is the Banshee (sometime late in '98). This powerful, yet relatively inexpensive 2-D/3-D combo will be marketed toward the mass-market gamer. No matter what project 3Dfx is working on, they'll always strive to be cutting edge—so far, they have a great track record.

And when it comes to actually using the technology behind these 3-D products, companies like Eidos are constantly working with 3Dfx on many products. Eidos games like Fighting Force, Tomb 2 and other titles on the horizon will fully support 3Dfx's new baby. With that, 3Dfx strongly believes Eidos and the developers under their publishing umbrella are making advancements in the 3-D gaming market. Of course, a little Voodoo doesn't hurt.

3Dfx interactive

Get Voodoo.

Enter and Win a 3Dfx Voodoo2 card!

Just photocopy this entry form or mail this completed entry form to us (or mail your responses on a standard size postcard). **FIVE WINNERS** will be drawn at random to win the 3dfx voodoo2 cards.

What do you like most about this publication?

_____

_____

What other video games would you like to see as a strategy magazine?

_____

Did this magazine meet your expectations?

_____

_____

Where did you buy this magazine?

_____

Name: _____

Age: _____

Phone Number: _____

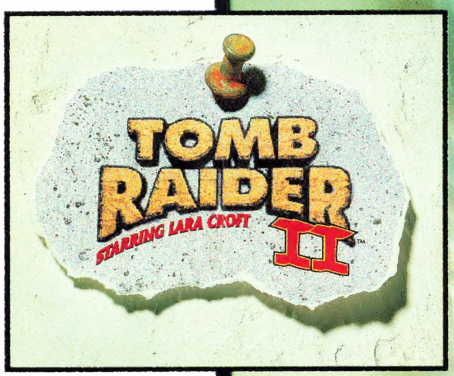
Photocopy or send this form to:

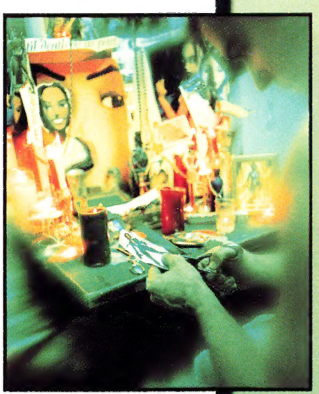
Voodoo2 Sweepstakes
1920 Highland Avenue
Suite 222
Lombard, IL 60148

Enter ONLY once! Multiple Entries WILL BE INCINERATED AND YOU WILL HAVE NO CHANCE OF WINNING EVER! SO THERE!

Deadline April 7, 1998

Sweepstakes Rules: 1. No Purchase Necessary: To enter, complete and mail the reader survey (or write to obtain a survey and include a self address stamped envelop containing your name, address, and phone number) to "Voodoo2 Sweepstakes" 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by April 7, 1998. All entries become exclusive property of Ziff-Davis Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. Prizes: 5 Grand Prizes: Grand Prize winners will receive one (1) 3Dfx Voodoo2 card (Approx. retail value: $200). Winners will be determined by a random drawing from all valid entries by Ziff-Davis whose decisions are final. Drawing to be held on or about May 10, 1998. All prizes will be awarded. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff-Davis should the featured prize become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Sweepstakes open to residents of United States and Canada only. Void in Rhode Island and Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. Neither Ziff-Davis nor its affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. Winner accepting prize agrees that prize is awarded on the condition that Ziff-Davis, its representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that Ziff-Davis has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to any prize, including but not limited to its quality, mechanical condition or fitness. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Voodoo2 Sweepstakes Winners List" 1920 Highland Ave. Suite 222, Lombard, IL 60148. Requests for winners lists must be received by May 30, 1998. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.





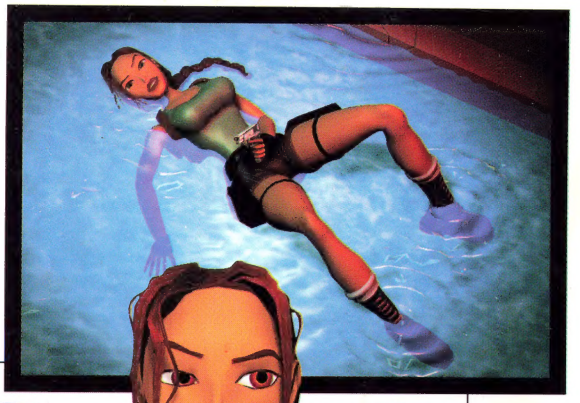
Top: The Second Coming, slated for this fall. **Bottom:** Preparing for her return. **Opp page:** Committed for life.

4 A.M., TALLAHASSEE, FL --

TWO DRUNKS BATTLE IT OUT DOWN THE HALL. THE 38 EXPRESS SQUEALS TO A HALT EVERY HALF HOUR ON THE STREET BELOW. SLEEP DOESN'T COME EASY IN ROOM 23. BUT FOR 19-YEAR-OLD RAY COOPER, IT HAS NOTHING TO DO WITH THE NOISE. AS HE SAYS, "IT'S BECAUSE SHE'S ALL I SEE EVERY TIME I CLOSE MY EYES."

Eidos Interactive, Tomb Raider, Lara Croft and her likeness are trademarks of Eidos, Plc. ©1997 Eidos.

We give you Lara Croft's whole story!

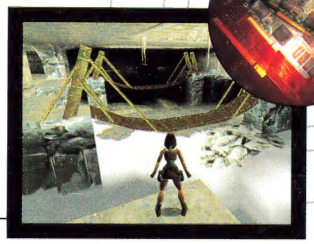


take the plunge

- This special publication takes you deeper into the world of the digital heroine more than anything else before it. We offer huge and easy-to-use strategy sections to Tomb Raider and Tomb Raider II, in addition to a revealing look at the woman who personifies video games this year, Lara Croft!
- We went to England to visit Lara's creators at Core Design to get the inside and final word on her creation and meteoric rise to the top!
- Find out what the future has in store for Lara and ponder as we did who could play her IF Hollywood decides the world needs a Tomb Raider movie starring Lara Croft.
- Get the inside word from the witch doctors at 3DFX about the upcoming Voodoo^2 PC accelerator card. Read what they have to say about Lara and her rise to fame on the PC.

dress for success

3Dfx makes lara cooler, baby



meet her makers

EIDOS INTERACTIVE CORE

scanned & edited
by kitsunebi